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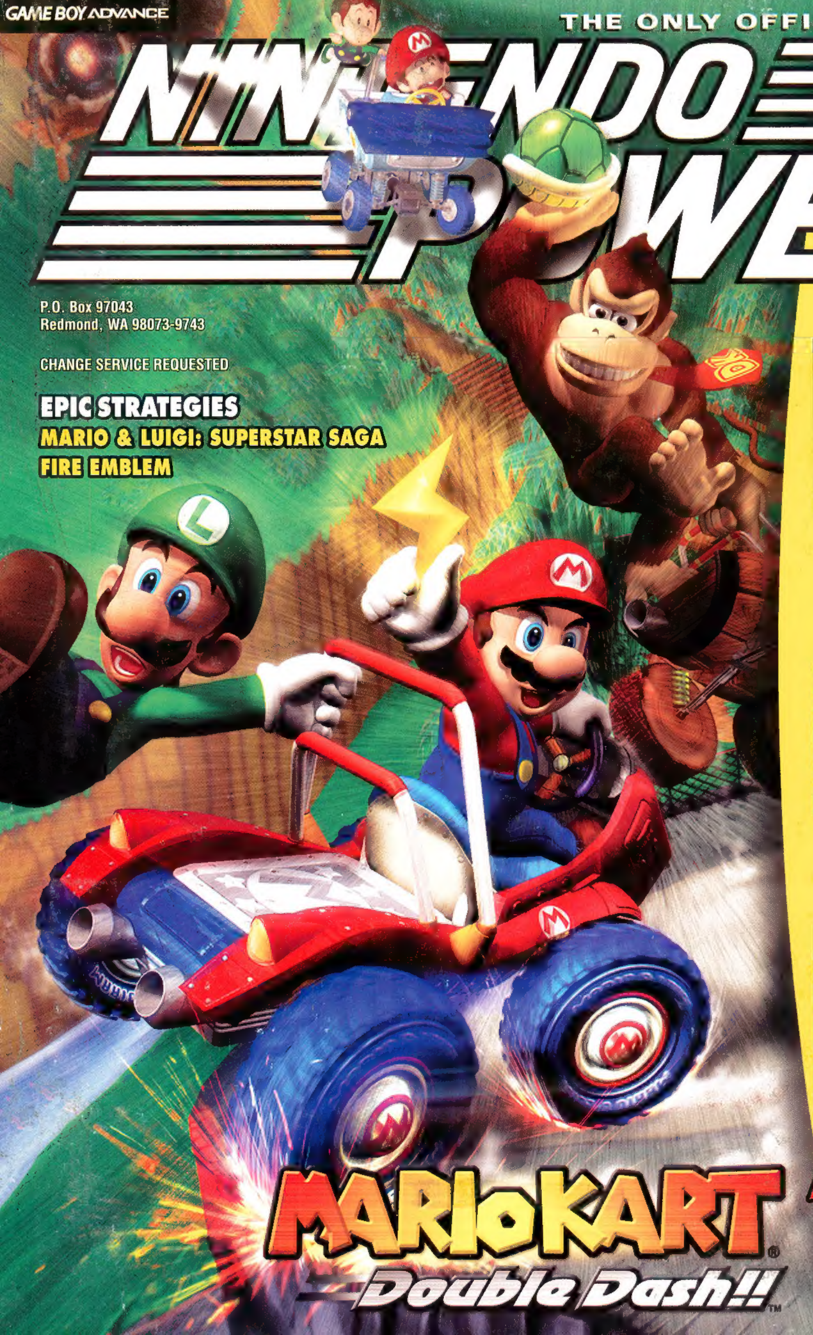

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ALSO

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MARIO PARTY 5

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34 I hope this thing has rack-and-pinion steering!

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86 I told you not to leave the oily rags next to those paint cans!

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PLAYER'S PULSE

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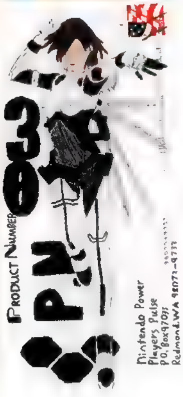

We've got game tips, tech help, sweepstakes winners and even a dash of Nintendo-themed arts and crafts this month in Player's Pulse. You all had such great ideas of what you'd like to see in the next Nintendo console, so we've compiled a list. Check it out on page 12.

TIPS FROM THE PROS

I recently purchased Final Fantasy Tactics Advance, and I was hooked ever since the snowball fight. I was wondering, there's a Monster Bank in Cyril, and when I went there, the only info I got about raising monsters was that you have to get them with the Capture ability. I immediately changed the job of my Nu Mou White Mage to a Beastmaster in hopes of getting to capture a monster. I bought Clay (that's his name, by the way) a ton of instruments to control monsters, thinking that maybe if I won a battle with a monster under my control, it would be captured—no dice. How do you capture a monster?

P.S. While you're at it, can you tell me how to get a Viera Summoner?

Katie Hess
Via the Internet

Only a Hunter (a Human-only expert job) can learn the Capture ability from the Ranger Bow. As for the Viera Summoner, check out the job-requirement chart in Vol. 173, or in Nintendo's FFTA Player's Guide for information on how to unlock every job in the game!

Exactly how does the world of Animal Crossing work? Does the world run according to the GCN's internal clock or the Memory Card? And if I unplug the GCN for a while to hook up any future Nintendo consoles, will my town disappear? What will happen? And how on Earth do villagers from other towns visit my town without the other town's Memory Card being in?

Philip Hanan
Via the Internet

Each time you load and save your Animal Crossing game, it checks the GCN's internal clock, which you can set in the GCN's system menu. As for swapping villagers with other towns, every AC Game Disc contains info for every possible villager. Once a friend has visited your town, villagers from that town can move to your town at any time—and villagers from your town can move away to towns you've visited. That's how villagers visit your town long after you've returned home!

I need your help! In my Pokémon Sapphire game my Sandslash and Flygon won't learn Dig. Drake [of the Elite Four] has a level-53 Flygon that knows Dig, but mine is at level 54 and it still doesn't know Dig! Do you know why my Sandslash and Flygon won't learn Dig? Do you know any other Pokémon that learn Dig? I need a Pokémon that knows Dig so I can capture [the legendary Pokémon]!

Kathleen O'Keefe
Via the Internet

Sandslash (like Sandshrew) won't learn Dig as a level-up move. They will learn it only if you teach it to them as a TM. You can find the Dig TM on Route 114 at the Fossil Maniac's House. Flygon will know Dig only if it learned the move as Trapinch at level 41. Another Pokémon that learns Dig as a level-up move is Nincada at level 45. Good luck!

LETTER OF THE MONTH

We have a Japanese exchange student in our school. My friend and I had a party and I brought my Nintendo GameCube. We were all playing Super Smash Bros. Melee, and I thought that I would change the language to Japanese so that the exchange student could understand it. She claimed to have never played GCN before, but I'm not too sure she was telling the truth. She beat everyone at the party with Jigglypuff!!! She thought that Nintendo was cool and that it was nice of them to include Japanese language in the game. Thank you, Nintendo, for making it possible for people to have fun together, even though they are separated by language!

Logan Predy
Saskatchewan

Nintendo certainly believes in the universal language of games! We're so happy to hear that you were able to enjoy SSBM with your new friend from Japan even though you speak different languages.

Please help me! How do you get the lizardman in Soul Calibur II? I can't figure it out!

Andrew Allison
Via the Internet

Gyulkus, the lizardman, has to be unlocked. Access Subchapter Two by completing Stage Three of Chapter Four two times in the Weapon Master mode. To unlock Gyulkus, complete all stages in Subchapter Two of Weapon Master mode.

TECH HELP & QUESTIONS

I have an NES that my aunt gave me a couple of weeks ago and it has the AC adapter but no AV cables. So I went to the store at nintendo.com, but it said that I can't buy the AV cables. What do I do? I really want it because when my aunt gave it to me, she also gave me 148 games! They all look really fun, so I hope I can find AV cables somewhere.

Yoshisquarepants
Via the Internet

Wow, 148 games! Lucky you! The NES actually uses standard AV cables, so any simple AV cables from an electronics store will do. You can also order the RF Switch from nintendo.com if you'd prefer an RF hookup.

Whenever I go to the Nintendo Power website, I get redirected to the nintendo.com home page. I have tried accessing the site from many different computers, but the problem still remains. Is the site being repaired, or is it offline forever? I really liked your strategy movies that users could download. Any information would be appreciated!

Kevin Walter
Via the Internet

EA SPORTS 500 WINNERS

Timothy Howarth and his brother-in-law David Palmer, both from Missouri, visited sunny Talladega, Alabama, for the EA Sports 500 NASCAR Races with NP Krew member Chris Shepperd. The sweepstakes was held in conjunction with the release of EA's NASCAR Thunder 2003 for Nintendo GameCube. The winners enjoyed the EA Sports 500 and ARCA 300 races over their three-day trip, and got to go to the EA party, where NASCAR drivers Jeff Gordon and Kurt Busch were in attendance.

The online team is working hard to make NP's online content, such as the strategy movies, more accessible by streamlining everything with a new upcoming nintendo.com design. You'll find future NP strategy footage on each game's info page at nintendo.com.

I went to play my Super Mario Advance 2 game and found that my [saved] game had been erased. I was frustrated and started a new game and saved it after a while. I turned my game off and then turned it back on and my game was never saved—it always says "New Game" instead of [showing] my saved data. I am speculating that my battery has gone out in the game cartridge. Where can I find a battery to replace the dead one?

DH
Via the Internet

Usually Game Boy Game Pak batteries last quite a long time, but if one goes out or becomes disconnected, your game data won't save. For a Nintendo first-party title, you can send your game to us to have the battery replaced! Check out nintendo.com for more information.

QUIRKY INQUIRIES

Regular Joe in Viewtiful Joe has the letters HMD written on his shirt. I have been staring at it ever since I saw his picture. Can you tell me what it means, or even give me a clue as to what it is about? It will drive me crazy if I do not find out!

PCGuy89
Via the Internet

Capcom would reveal to us only that the letters HMD on Joe's shirt don't stand for any official acronym. We think there may be something more. . .let us know what you think!

I have played a game called Final Fantasy Adventure for Game Boy. In [a] screenshot for Sword of Mana [I saw] a cat beast that you fight in the beginning of the game, for both Sword of Mana and FFA. Final Fantasy Adventure is also the prequel to the Mana series. I was wondering if they are the same game, but that Sword of Mana is just a remake?

Tucker Graczkowski
Via the Internet

Sword of Mana is a completely new and different game, with a unique story all its own, but it and FFA both take place in the same world. Some creatures, (such as the cat enemy you saw) and places (such as Wendel) exist in both games.

I was surfing the Web when I came across the F-Zero GX site. I went to see all the different characters when I came across #10, James McCloud. The name itself reminded me of Fox McCloud, but I thought it was just a coincidence. When the picture loaded, I couldn't believe my eyes! James McCloud looks identical to Fox! He's wearing the same clothes down to the red scarf and his hair looks like Fox's ears. His machine even looks like the Arwing! What's going on here?

Jonathan Neher
Via the Internet

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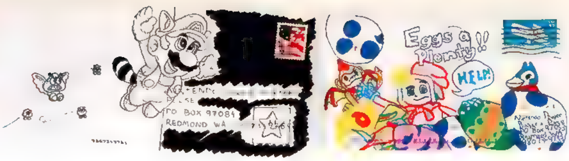


As similar in looks as they are, Fox and James McCloud don't have any connection. It's just one of the fun things the developers decided to put into F-Zero GX, much like the racer Mr. EAD, who shares names with Nintendo's internal development group in Japan.

A GAMER'S PHILOSOPHY

It has been over seven years since I first subscribed to your magazine. I am a big fan. I have played a lot of your games from NES to GCN, since I was five years old. I'm 19 years old now, [and] next month I will be shipped off to boot camp (I joined the marines). I told my mother what I am about to tell you: Life is like an RPG. First, you begin as a low-level character. As you progress through life, you meet all types of people, both good and bad. Along the way, you collect items and gain experience as well as new skills. You may not always have to actually put up your dukes and fight, but struggling to survive every day is enough of a battle for anyone. Like an RPG, the quest to find your destiny will be long and rough. As long as you keep playing and don't give up, you will always get stronger. This is why I love to play video games with a passion. Thank you for the memories, and wish me luck!

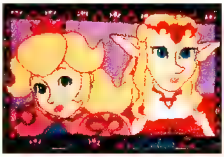
Perry Austin
Via the Internet

What a unique and inspiring outlook on life! I'm sure many gamers can relate. Good luck with your future in the marines!

NINTENDO CRAFTS

When I'm not playing games, I do a lot of crafting. One of my hobbies is latch-hooking, which is making rugs by using a special hook to knot yarn on a canvas grid. I made this rug in honor of my two favorite Super Smash Bros. Melee characters, Princesses Peach and Zelda. You can't tell by the picture, but it measures 2'7" by 4'5", which works out to be 24,000 individual knots! It contains 14 different colors of yarn and took several months to complete.

Megan Powell
Maryland



TOTAKEKE'S FAN

I've got to tell you, in Animal Crossing, Totakeke's music is extremely powerful. One time, I had paid off my house completely. You know, when you get the golden statue. The thing is, I sold all my gyroids, which I kept in my basement to help pay. Well, the next day I got more music from Totakeke, so I decided to go through my floors and change the music on the stereos. I changed [the music in the basement] to the song "Two Days Ago." I almost cried because the music was so sad that it reminded me that I had sold all my beloved gyroids! So even today, the music still makes me sad.

Uriah Greer
Arizona

NINTENDO'S NEXT GENERATION

Everyone sent in so many amazing ideas, that we decided to make a list of them below. Thanks to everyone, and great job with the ideas!

System

- A catchy and innovative name
- A sleek, compact design
- A clear case or more colors
- A clear top to view the game disc
- More Memory Card slots or a built-in hard drive instead of Memory Cards
- Lots of Internet connectivity
- Backward compatibility with GCN games and accessories
- Backward compatibility with all of the cartridge-based Nintendo games
- A LAN feature that supports at least four systems
- Eight Controller slots (a second TV required for more than four players)
- A built-in dial-up/broadband modem
- A built-in MP3/CD player
- A built-in Game Boy Player
- A built-in, retractable game screen
- A DVD player or DVD player version/adapter
- Ethernet and USB ports
- Regular-sized DVD discs
- GBA Connectivity
- A remote to turn the system power on and off, or to reset it with
- A multi-disc switcher
- A virtual-reality visor
- More system RAM
- Dolby Digital 5.1 or Digital DTS
- A better video card and faster processor

Accessories

- A modified Controller (more buttons, a bigger Control Pad, a second analog stick, different Z-Button placement, etc.)
- A cable that you connect to the system to download new levels, items or game features off the Internet through your computer
- Longer Controller cords, or wireless Controllers with a rumble feature built in that is powered by a lithium battery or a rechargeable battery pack
- Two Rumble Paks in each Controller—one on the right side and one on the left
- An optical wireless keyboard
- A stereo headset with a microphone for online play that has a voice-recognition feature for the system and games
- A gunlike accessory
- Pressure-sensitive Controllers with a small screen built into them

Border Art Provided By:

Anonymous
Oscar Avila, California
Irene Cordero, Pennsylvania
Patricia Haro, California
David Hendrickson, Minnesota
Daniel Koss, Oregon
Adam Lima, Rhode Island
Raul Mendez, Ohio
Matt Nix, California
Luca D'Onefrio, New York
Whitney Riddle, Tennessee
Matt Woodward, Missouri

WRITE AWAY RIGHT AWAY

If you could make any Nintendo game into an online experience you could enjoy with friends around the world, which one would you choose? Use your imagination and tell us all about it—spare no detail! Send your thoughts to the addresses listed in the 411 section on page 164.

MASTER YOUR QUIDDITCH™ SKILLS
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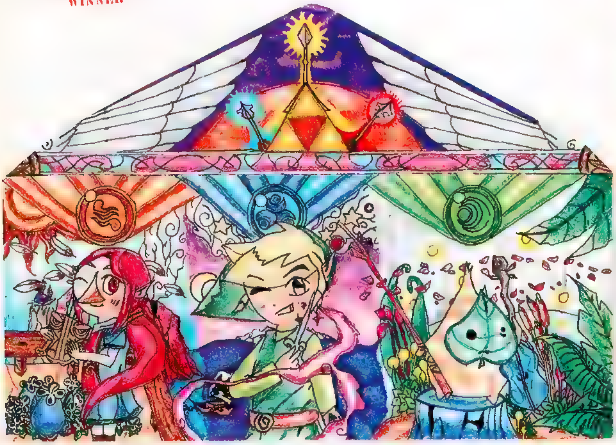
Nimbus 2000

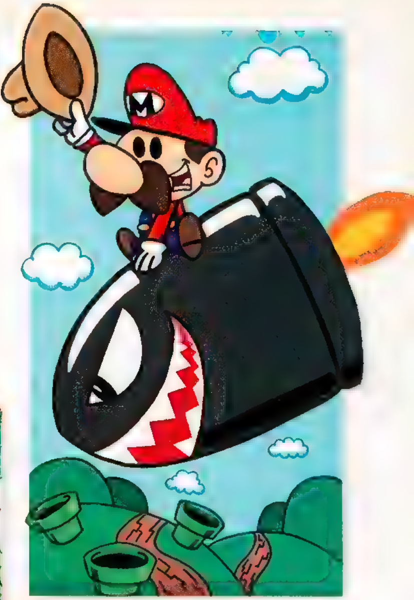
PLAYER'S PULSE ARTIST'S GALLERY

ART OF THE MONTH CONTEST WINNER

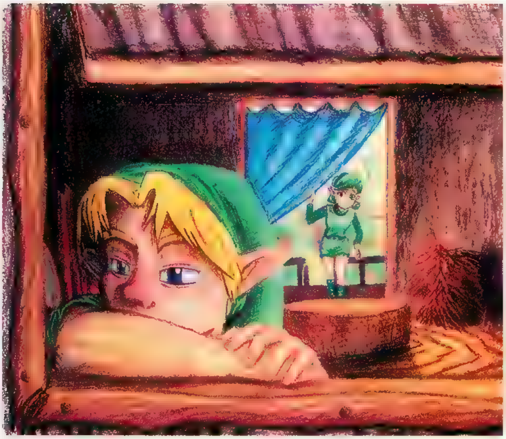
We received so much amazing fan art this month that we couldn't possibly decide which one was best. So, all four artists win! A rare thing, indeed. Keep that art coming!



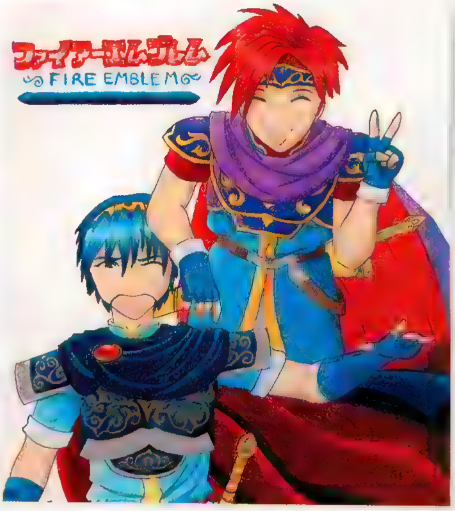
Brian Camacho • New York



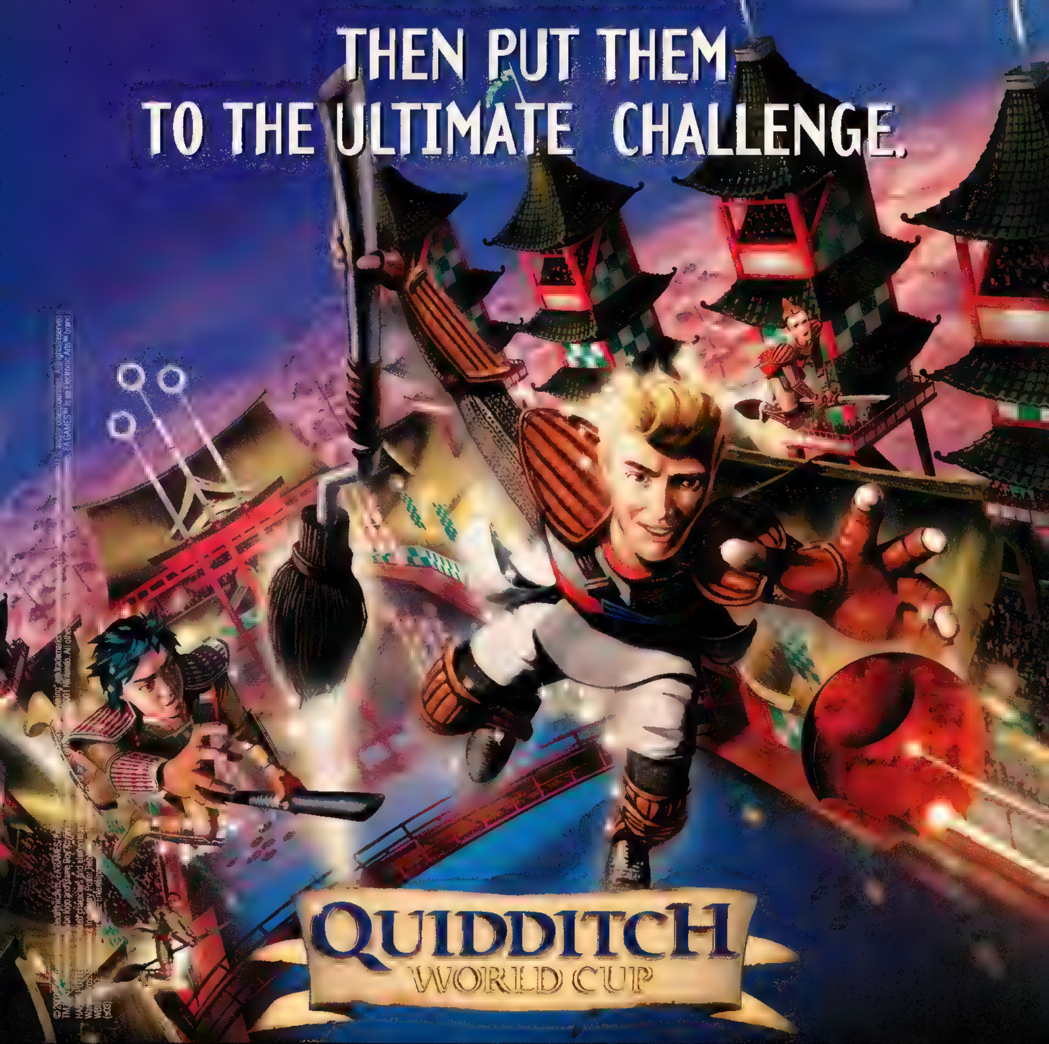
Aaron Mullins • Indiana



Andrea Joy Pratt



Kelly Cortright • California


THEN PUT THEM
TO THE ULTIMATE CHALLENGE.
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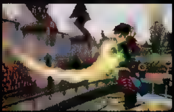

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EA GAMES

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POWER CHARTS.175

Nintendo GameCube

We're delighted to see that your souls still burn as Soul Calibur II remains atop the sales chart this month. Meanwhile, Ubisoft's incredible sci-fi adventure Beyond Good & Evil has captured the hearts of the NP Krew.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	[illegible]	[illegible]	[illegible]
2	WWE WRESTLEMANIA XIX	•	1
3	F-ZERO GX	4	2
4	SUPER SMASH BROS. MELEE	5	21
5	MADDEN NFL 2004	3	2
6	MARIO GOLF: TOADSTOOL TOUR	2	3
7	THE SIMPSONS: HIT & RUN	•	1
8	SONIC ADVENTURE DX: DIRECTOR'S CUT	7	4
9	THE LEGEND OF ZELDA: THE WIND WAKER	6	6
10	BILLY HATCHER AND THE GIANT EGG	•	1
11	SONIC ADVENTURE 2: BATTLE	10	16
12	LUIGI'S MANSION	•	15
13	SUPER MARIO SUNSHINE	•	9
14	SPYRO: ENTER THE DRAGONFLY	•	2
15	GODZILLA: DESTROY ALL MONSTERS MELEE!	12	9
16	MARIO PARTY 4	8	11
17	CRASH BANDICOOT: THE WRATH OF CORTEX	•	1
18	STAR FOX ADVENTURES	•	8
19	WARIO WORLD	9	4
20	THE LORD OF THE RINGS: THE TWO TOWERS	•	5

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	[illegible]	[illegible]	[illegible]
2	MARIO KART: DOUBLE DASH!!	3	2
3	FINAL FANTASY: CRYSTAL CHRONICLES	2	3
4	VIEWTIFUL JOE	1	7
5	SSX 3	•	1
6	THE LORD OF THE RINGS: THE RETURN OF THE KING	•	1
7	TONY HAWK'S UNDERGROUND	•	1
8	SOUL CALIBUR II	7	7
9	TRUE CRIME: STREETS OF L.A.	•	1
10	1080°: AVALANCHE	•	1
11	FREEDOM FIGHTERS	•	1
12	TIGER WOODS PGA TOUR 2004	8	3
13	F-ZERO GX	9	5
14	*STAR WARS* ROGUE SQUADRON III: REBEL STRIKE	10	3
15	GLADIUS	14	3
16	RESIDENT EVIL CODE: VERONICA X	•	1
17	BILLY HATCHER AND THE GIANT EGG	4	5
18	MADDEN NFL 2004	13	5
19	NCAA FOOTBALL 2004	•	4
20	TAK AND THE POWER OF JUJU	16	2

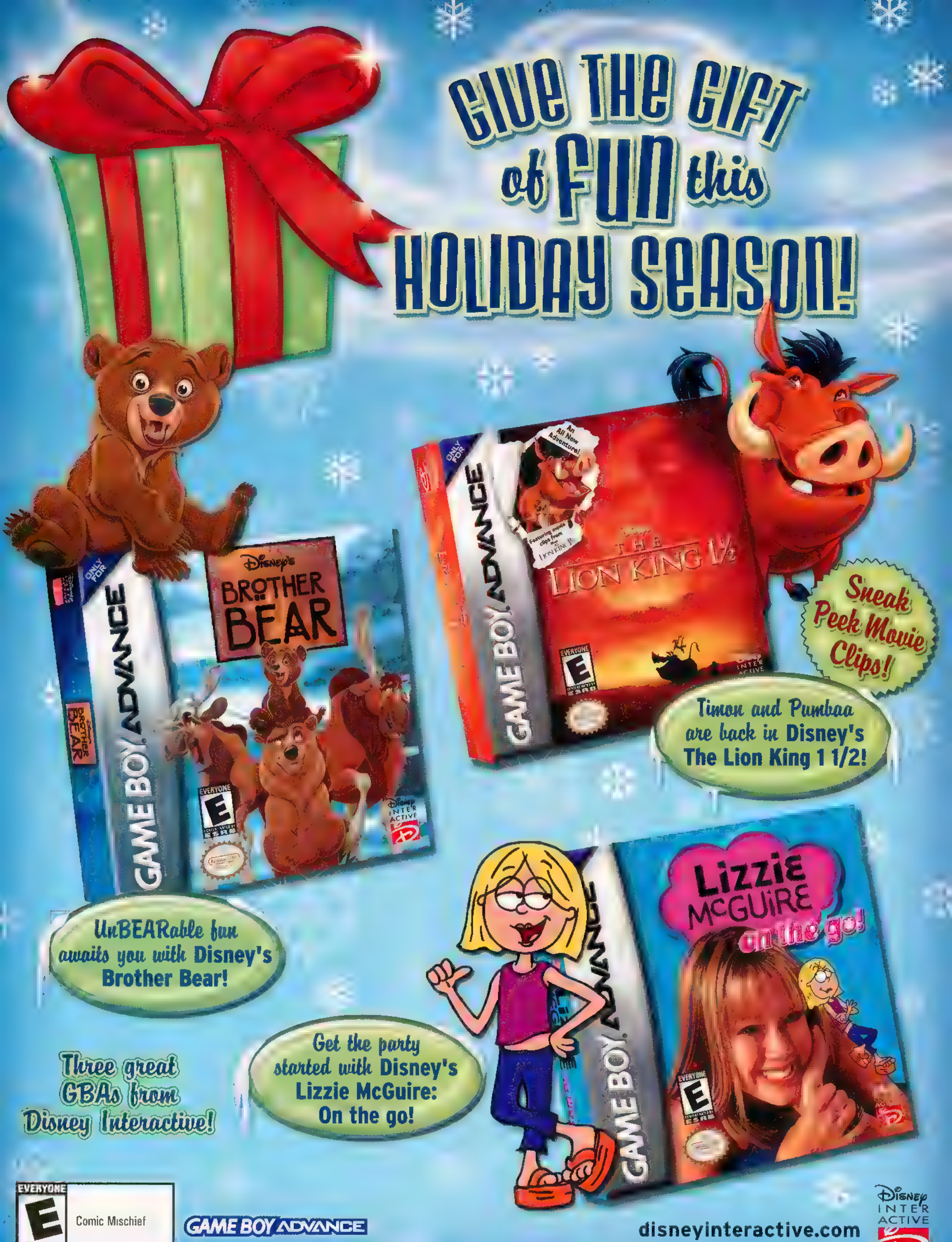
*Player's Choice and Most Wanted information courtesy of the NP Krew

Future Release

KEY:

MOST WANTED

1	[illegible]	[illegible]	[illegible]	[illegible]
2	[illegible]	[illegible]	[illegible]	[illegible]
3	[illegible]	[illegible]	[illegible]	[illegible]
4	[illegible]	[illegible]	[illegible]	[illegible]
5	[illegible]	[illegible]	[illegible]	[illegible]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Andrew, Wal-Mart Customer
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NINTENDO GAMECUBE

Game Boy

Leading the charge of RPG and strategy titles this fall, Final Fantasy Tactics Advance debuts as the best-selling GBA title of the month. And the surly Wario has somehow managed to claw his way back onto the Player's Choice chart.

KEY: GAME BOY ADVANCE | [illegible]

TOP-SELLING GAMES* GAME BOY

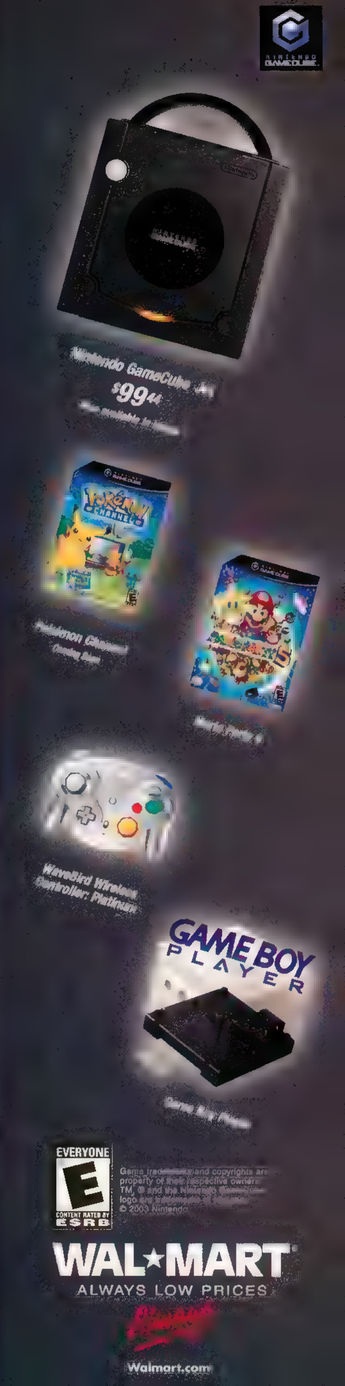
		PRIOR POSITION	MONTHS ON CHART
1	FINAL FANTASY TACTICS ADVANCE	•	1
2	POKéMON PINBALL: RUBY & SAPPHIRE	8	2
3	POKéMON RUBY	1	6
4	POKéMON SAPPHIRE	2	6
5	DONKEY KONG COUNTRY	3	4
6	DRAGON BALL Z: THE LEGACY OF GOKU II	4	4
7	SONIC ADVANCE 2	7	6
8	NAMCO MUSEUM	•	4
9	YU-GI-OH! WORLDWIDE EDITION	5	5
10	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	10	17

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	MARIO & LUIGI: SUPERSTAR SAGA	3	2
2	SWORD OF MANA	4	2
3	FIRE EMBLEM	2	4
4	FINAL FANTASY TACTICS ADVANCE	1	7
5	SHINING SOUL II	•	1
6	WARIO WARE, INC.: MEGA MICROGAMES	•	8
7	HARVEST MOON: FRIENDS OF MINERAL TOWN	5	5
8	JAMES BOND 007: EVERYTHING OR NOTHING	•	1
9	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	•	2
10	SONIC PINBALL PARTY	6	4

*Player's Choice and Most Wanted information courtesy of the NP Krew.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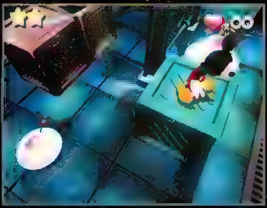
GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Namco and Argonaut break down I-Ninja in an exclusive Game Watch Developer Profile. The 3-D action game is quirky, funny and fun—and it comes with a special bonus copy of Pac-Man Vs.

THE SPOTLIGHT

Disney's Hide & Sneak

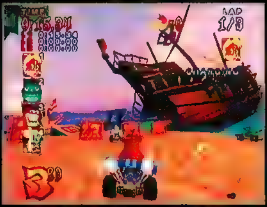


Mickey and Minnie Mouse are sneaky, not squeaky, in Capcom's GCN exclusive, Disney's Hide & Sneak. Don't miss our hands-on.

Sphinx and the Cursed Mummy

THQ introduces two colorful characters and an exciting adventure for GCN. Sphinx is the action hero, and the Mummy uses stealth.

Crash Nitro Kart



Crash and company take to the road to work out their differences in Vivendi Universal Games's crashin' karter.

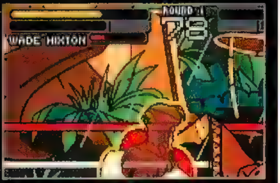
R: Racing Evolution

Gorgeous graphics and cool authentic licensed cars highlight Namco's superrealistic racer for GCN. It's an evolution in speed.

The Sims: Bustin' Out

The first Sims title for GBA covers new ground for the series and introduces some of the best GCN/GBA connective gameplay yet.

Wade Hixton's Counter Punch



Comic boxing along the lines of the classic Punch-Out!! games comes to GBA this fall in Wade Hixton's Counter Punch.

THE GAMING NEWS FOR JANUARY 2004

MEGA MAN'S NEW GBA CHALLENGE

The chips are down in a new strategic battling game that takes place in the Mega Man Battle Network universe. Coming in January 2004, Mega Man Battle Chip Challenge for Game Boy Advance offers players the chance to create custom decks using chips. After programming your deck, you can battle in Grand Prix or Free Battle mode or fight it out with your friends via a GBA Game Link cable. You can even save up to 100 of your friends' decks and battle their programs. It's a chip off the Mega Man block.

THE ULTIMATE SHOWDOWN

Acclaim has announced the return of the Ultimate Warrior—one of the most colorful wrestling figures ever—in the upcoming Legends of Wrestling: Showdown for GCN. The game will feature 70 other wrestlers and a Create-a-Legend option. The game is expected to bust onto the scene by the end of the year.

FEEL THE CHILL

Telegames heads to the hills this winter with a surprisingly realistic 3-D winter-sports game for Game Boy Advance. Ultimate Winter Games features downhill skiing, snowboarding, bobsledding and curling. You can play the championship mode on your own or challenge a friend if you link up your GBAs.

DREDD NEWS INTERNATIONAL

Vivendi Universal Games is bringing Judge Dredd: Dredd Vs. Death to GCN players overseas. The 3-D FPS is set in Mega-City One in the 22nd century. Dredd has to administer rough justice in the crowded streets, where vampires and Dark Judges are running amok. The game also features co-op and four-player modes with lots of customization features. VU Games has no plans to bring the game to North America, but our sources in Europe say that another publisher may answer the call from Judge Dredd fans on our side of the pond.

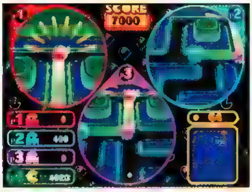
MAJESCO'S SURPRISE BLOWOUT

Majesco's stylish side-scrolling shooter, Blowout, is headed to Nintendo GameCube in early 2004. The game features 10 intense levels of fighting and exploration. The aliens are bad, the guns are big and you can pick up some cool power-ups if you look everywhere and blast through walls and ceilings.

PHANTASY STAR FEBRUARY

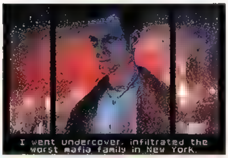
The wait for Phantasy Star Online Episode III: C.A.R.D. Revolution is almost over. Sega of America has confirmed that the GCN-exclusive RPG will be released in mid-February 2004. The turn-based card-battler is set in the expansive PSO universe, and the action will take place both online and offline. Next month NP will take a closer look at Sonic Team's highly anticipated game.

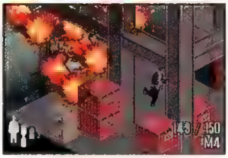
FREE PAC-MAN!



Shigeru Miyamoto of Nintendo is teaming up with Pac-Man creator Toru Iwatani of Namco to bring a multiplayer Pac-Man experience exclusively to the GCN this holiday season. Pac-Man Vs. will be available only as a free bonus disc with three of Namco's GCN titles: I-Ninja, R: Racing Evolution and Pac-Man World 2. The game debuted at E^3 in May 2003 as a showcase of GCN-GBA connectivity. While one player controls Pac-Man on a GBA screen, up to three more players control ghosts on the television using GCN Controllers. The catch is that the player controlling Pac-Man can see the entire maze while the ghosts see only the area immediately surrounding them. The resulting chase is wildly entertaining and perhaps the best example yet of how fun connected gameplay can be.

YOU'LL FEEL HIS PAYNE


I went undercover, infiltrated the worst mafia family in New York.

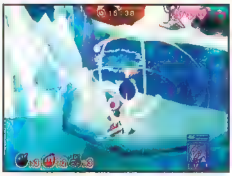


Game Boy Advance is growing up in a hurry thanks to Rockstar Games's Max Payne. The M-rated third-person shooter contains 30 minutes of spoken dialogue, graphic-novel-style cinema scenes and intense, violent action in the gritty underworld of New York. Max uses slow-motion techniques as he battles through 12 levels with an arsenal of Payne-dealing weapons.

WAVEBIRD GOES PLATINUM

Most GCN players agree that the WaveBird Wireless Controller is one of the greatest accessories ever devised for Nintendo GameCube, but the original gray color isn't the most stylish hue to grace your gaming space. Well, your decorating worries are over—Nintendo has released a shiny platinum WaveBird that looks great with everything.

BOMBERMAN FOR THE HOLIDAYS

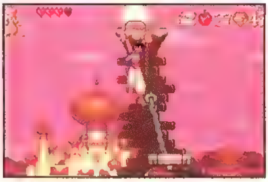


Hudson Soft and Majesco are teaming up to bring Bomberman Jetters to Nintendo GameCube this holiday season. In the single-player adventure mode, Bomberman must destroy an artificial comet called Dark Star before it crashes into Bomberman's home planet. That's just for starters. The multiplayer menu is stuffed with bomb-happy, four-player scenarios, battle stages with special features and minigames. We can't think of a better way to spend a quiet winter's evening than blowing up our best friends in as many ways as possible.

SAMURAI SURPRISE!

The Cartoon Network's Samurai Jack has his hands full in his first GCN adventure—Samurai Jack: The Shadow of Aku from BAM! Entertainment. Jack wields his samurai blade, hurls ninja stars, fires arrows and performs complex combos in an effort to save an oppressed people from evil robots and find a portal back to his own time. The game boasts crisp cel-shaded 3-D graphics, impressive play control and an old-school gaming style that's a pleasure.

ALADDIN RETURNS

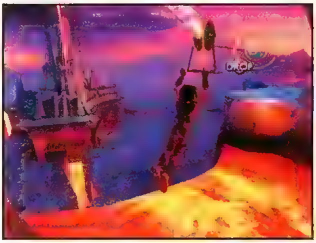


Capcom's classic Super NES side-scroller, Disney's Aladdin, will be released for GBA this January with new bonus stages for every level. Players take on the roles of Aladdin and his monkey pal, Abu, as they jump, climb and battle their way through Jafar's palace, the Cave of Wonders and other locations from the Disney film. It's pure magic.

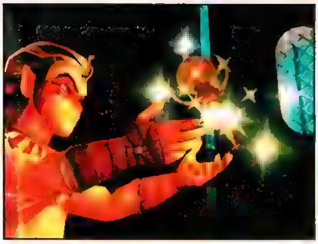
SPHINX AND THE CURSED MUMMY

Game Type: Adventure
Publisher: THQ
ETA: November 2003
System: Nintendo GameCube

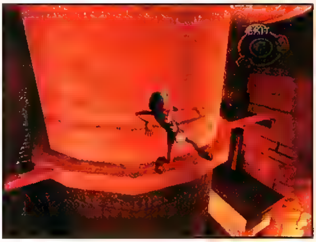
THQ and Eurocom have created a sprawling, original adventure based on themes from Egyptian mythology. Sphinx—the protagonist—must rely on his wits and fighting skills to overcome great odds, including clever puzzles, perilous traps and relentless enemies. You'll find unexpected friends along your path, and at times you'll play as the Mummy, whose delicate condition (he's dead, after all) restricts his activities to stealthy movement. The adventure begins in the mysterious land of Uruk, where Sphinx must infiltrate the dreaded Uruk Castle to hunt for the missing Blade of Osiris. The production values are outstanding, and the gameplay is as solid and monumental as the pyramids. If you enjoy action adventures, Sphinx and the Cursed Mummy is a game you won't want to miss.



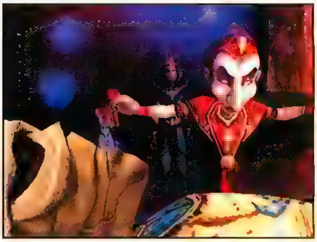
Rivers of lava surround Uruk Castle, and Sphinx must learn tricks to bypass the danger.



Superb cinema scenes tell the tale of your progress through fantastic lands.



Special situations demand special skills. The mummy and Sphinx must always be on their toes.

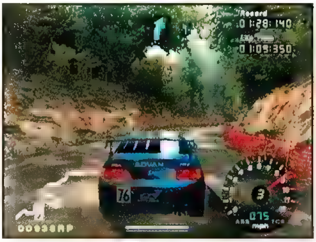


You'll begin playing the game as Sphinx, but eventually you'll meet and take control of the mummy.

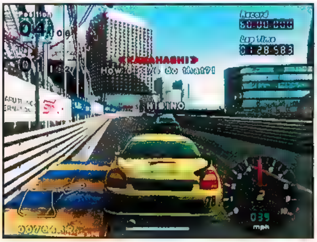
R: RACING EVOLUTION

Game Type: Racing
Publisher: Namco
ETA: December 2003
System: Nintendo GameCube

Photorealistic graphics, character development, 14 real-world and fantasy tracks and some of the hottest cars ever created are all packed into Namco's stunning racer for GCN. You'll race in GT, Rally and Drag modes, earning points that you can use to upgrade your ride and earn new cars. You can also race against a friend in Vs. mode.



Part of Racing Life mode takes you on rally courses around the world.

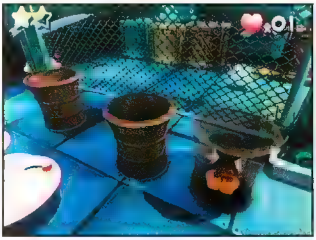


The driver AI system adjusts control responses in stressful situations. Can you handle the pressure?

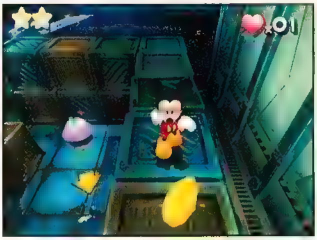
DISNEY'S HIDE & SNEAK

Game Type: Action Puzzle
Publisher: Capcom
ETA: December 2003
System: Nintendo GameCube

You'll need stealth, patience and good puzzle-solving skills to help Mickey Mouse save Minnie from mushroomlike aliens. The fun takes place in a warehouse, a museum and ruins. Impressive animation sequences show Mickey performing tricks and other moves. You can play as Minnie, too.



Each room is filled with obstacles, enemies and items that you need to collect.

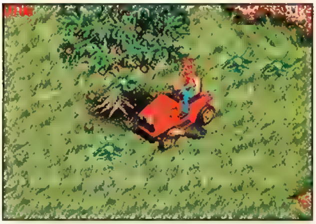


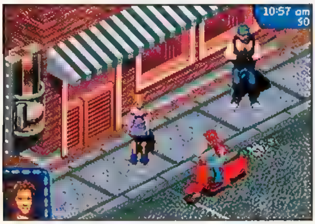
Mickey can tiptoe past sleeping foes, jump on top of crates and perform tricks to accomplish goals.

THE SIMS: BUSTIN' OUT

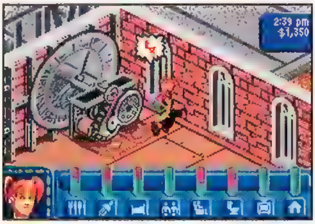
Game Type: Simulation
Publisher: EA Games
ETA: December 2003
System: Game Boy Advance

The Sims franchise breaks out of its mold with The Sims: Bustin' Out for GBA. Two radical innovations are that you control your sim directly (instead of pointing and guiding him or her), and you'll receive specific goals from the characters you meet in the game. As in other Sims games, you have to take care of yourself (eating, sleeping, bathing, etc.) and you can spend time socializing, decorating your room, shopping and working. After creating your sim, the real adventure begins. Summer arrives and you go to stay with Uncle Hayseed in SimValley. The switch to GBA has made The Sims more accessible than ever. GCN-GBA connective features include opening up minigames and sharing money. Your virtual life begins now.

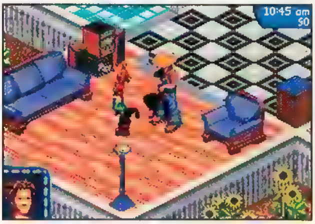

Jobs and activities can take many forms, from mowing your uncle's lawn to working in town.



You can cruise around SimValley on your own set of wheels. You've got to get out and meet people.



The meters along the bottom of the screen indicate your sim's personal needs. Keep 'em happy!

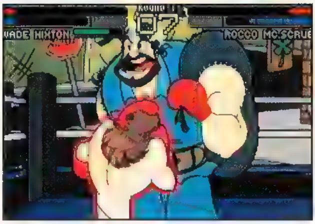


Your uncle's abode has all the basics, but you'll move into your own personal loft, a.k.a. the barn.

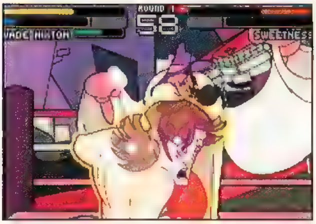
WADE HIXTON'S COUNTER PUNCH

Game Type: Boxing
Publisher: DSI Games
ETA: November 2003
System: Game Boy Advance

Welcome to Wade's World, where goofy characters, cornball humor and Punch-Out!!-style gameplay give you good reasons to step into the ring. Watch out for special attacks, such as a squirrel being tossed in your face! It's definitely worth going a round or two with Wade Hixton's Counter Punch.



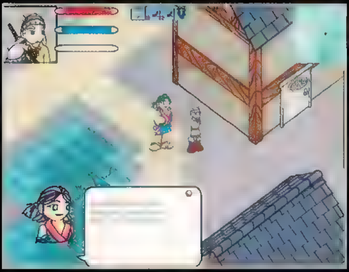
Wade takes on all comers in a tournament-style boxing game driven by whacky plot twists.



Bar meters at the top of the screen indicate your remaining energy and power-up status.

PROJECT: DIGIPEN

Eve of Ragnarok is an adventure RPG created by DigiPen students Adam Chard, Aaron Chart, Mirko Muggli and Garth Bonikowski. The four clans of Midgard (from Norse mythology)—the Nord, the Noboro, the Druid and the Hildan—squabbled with each other for ages before establishing a truce that lasted 50 years. The truce has just been shattered, and your quest is to discover what made the peace break down.



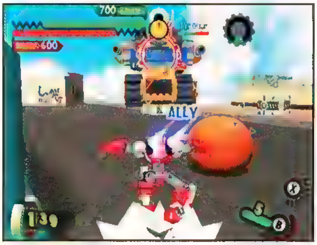
For more information on DigiPen and to download a copy of Eve of Ragnarok to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

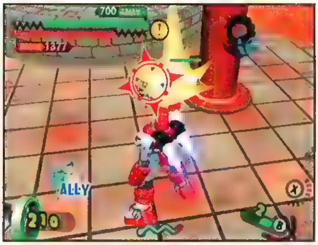
JANUARY GALLERY

We're starting the year off right with a wide variety of cool game screenshots to warm your heart. We'll also introduce you to the man behind some of the most recognized *DBZ* character voices, and to the team that created Namco's cutting-edge I-Ninja.

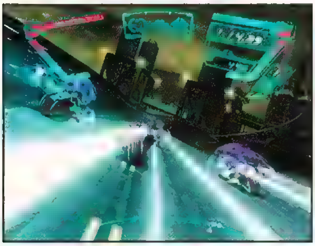
Mario Golf for GBA
The game and its name are still under development, but Mario Golf for GBA looks good enough to show off. Coming in 2004, the little linkster will feature connectivity with Mario Golf: Toadstool Tour for GCN.

Crash Nitro Kart
Crash races (literally) to save earth from destruction in VU Games's madcap kart racer for GCN. Crash, Coco, Dr. Neo Cortex and others fire homing missiles and drop TNT to stir things up.





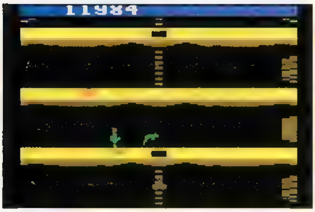
Gotcha Force
Capcom thinks out of the toy box in Gotcha Force for GCN. Up to four players select teams of toys, then battle in 3-D arenas. There are 100 toys to choose from, each with its own special moves and attacks. Players can collect and trade toys to assemble the perfect force. The war of the toys is being waged exclusively on Nintendo GameCube.



XGRA: Extreme G Racing Association
Acclaim expands on the Extreme G universe with destructible environments and variable missions in the GCN sequel. It's fast and furious!

FIFA Soccer 2004
EA updates the GCN soccer champ with Off the Ball Control and a career mode that lets you build a franchise. Imagine 500 licenses and 300 chants!

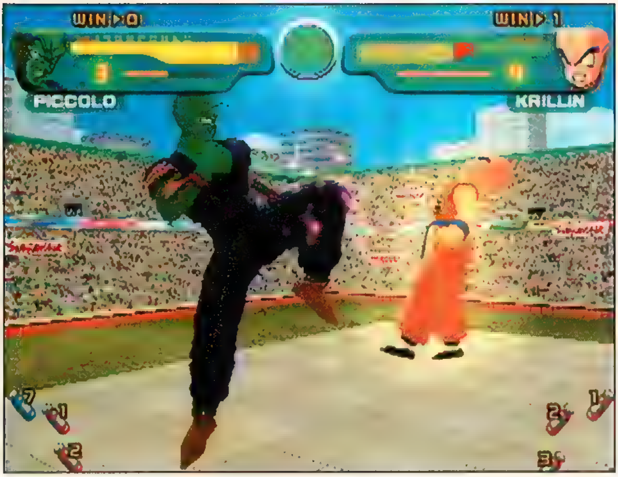
Tom & Jerry in War of the Whiskers
NewKidCo's cartoon fighter on GCN isn't just for kids. Gamers of all ages will enjoy beating each other silly with 75 objects in 11 interactive arenas.



Activision Anthology
In the beginning there was Pong, then a flood of Atari 2600 games. Fifty-five of them, including Pitfall, River Raid and Freeway, are reborn on GBA.

¡Mucha Lucha!: Mascaritas of the Lost Code
Kids' WB and Ubisoft present Rikochet, Buena Girl and The Flea in a whacky brawler. Their first GBA mission is to find the Code of Masked Wrestling.

CT: Special Forces
Engage terrorists in 20 levels of 2-D action on foot, in sniper view and driving vehicles. Contra fans won't want to miss the action.



THE VOICE OF DBZ

Chris Sabat is the man behind the voice of Dragon Ball Z characters Vegeta, Piccolo and Yamchat for the TV series and DBZ: Budokai for Nintendo GameCube. Even without a script, Chris has a lot to say about DBZ and gaming.

GW: What's your general approach to voicing the characters?

CS: Basically, each one of the voices I play on DBZ can be described by pitch, effect and placement. Vegeta is high-pitched, scratchy and spoken from the front of my nose and throat. Piccolo is low, rumbling, and comes from deep and low in my throat. Yamcha is high, clean and spoken like a real person. Once the vocal tricks are done, it's just a matter of understanding the character and perfecting his attitude.

GW: Why do you think DBZ has become so popular here in the U.S.?

CS: DBZ came to the US just at the right time. Kids were already becoming familiar with Japanese animation through shows like *Pokémon*, and [DBZ] was simply the next step. The Internet was growing and more people were thinking internationally. Once you get a taste of the DBZ storyline, the animation, the ever-growing characters, you're hooked, whether you like it or not.

GW: How long does it take to record an episode of DBZ?

CS: The animation comes from Japan, and the Japanese voices are already on it, which means the mouths for the characters are already moving. So, the process of putting the English voices on them takes a bit of time as each actor has to come in and voice his/her role [or roles] one at a time, recording his/her voice to the mouth movements of the character in a line-by-line process called dubbing or ADR [additional dialogue replacement]. An episode where Vegeta is a main character might take four hours just to record his lines alone. On average, it takes around three days to record all the voices on one episode. Then, of course, it goes through a process of being mixed, adding music, sound effects, editing for TV [if needed], subtitles, credits . . . that could take a few weeks.

GW: Was it any different recording for the game as opposed to the TV show?

CS: Recording for a game is much different than recording for the TV series. When recording for a game, the voices are recorded first and the animation is created afterwards. The most interesting difference in recording a game is the recording of the battle sounds, though. Battle-sound recording for a game is where each actor is given a long list of over 300 different sounds to make—grunts, kicks, punches, dodges, blasts, special moves, etc. . . . anything you would hear when you press a button in the game.

GW: How did you get the job as a voice actor for DBZ?

CS: I, like all other actors, auditioned for the roles. In 1999, I got the role of Yamcha and later got the rest. Before that I was working at radio stations and doing voices on commercials and voice mail systems. DBZ is the best thing that ever happened to me.

GW: Has anyone recognized your voice on the street?

CS: Honestly, I don't think people recognize my voice as something from DBZ. I don't speak like any of the characters from the show. Oddly enough, however, my face is recognized from the various DBZ magazine articles and appearances I've been a part of. It is pretty unusual that a voice actor's name and face would be recognized by anyone, as we tend to remain anonymous. DBZ seems to have changed the rules for everything, though.

DEVELOPER PROFILE

Argonaut—the cocreator of the original Star Fox—is back in action with a weird and wonderful game for Namco. Seb Caniff, Jamie Walker and Dax Ginn of Argonaut, along with Jon Kromrey and Tomoko Shintani of Namco, filled us in on I-Ninja for GCN.

GW: What's the story behind the name of the game? Is it a reference to Isaac Asimov's *I, Robot*?

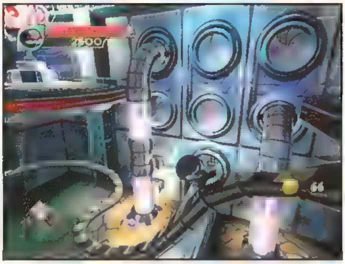
I-Ninja Team: We would love to think that we have made a subconscious reference to a great work like this, but there was no intended reference to *I, Robot*. The I in I-Ninja is more a reference to our main character's big attitude and ego [there is no "I" in team, but there is a "me!"], so perhaps it's more Freudian [ego, id and superego] than Asimovian.

GW: Ninja is a small, stout fighter with a large, round head. What led to giving him that look, and what are the benefits of creating a fighting/action title with a cartoonish art style versus a more realistic style?

I-Ninja Team: Our main man, Ninja, was developed over 14 months and went through many incarnations before we arrived at the final character you see today. He did always have a very large head, though [there is a cheat in the final game to give him an even more massive head!]. Traditionally, having a large head on a small body suggests immaturity and youth [i.e., it looks like a baby]. This provides a great contrast with Ninja's real character, which is quite the opposite; he's a lean, mean, Ranx-splitting machine. This contrast is also part of the reason for the cartoonish art style. Using such an art style with a main character that is really quite dangerous provides a tongue-in-cheek contrast with what is normally expected from cartoon-style games. Ninja may seem cute to look at, but when you play the game you will realize he is very far from cute . . . the cartoonish style also allows us to ham things up a bit. For example, one of Ninja's moves is splitting his enemies in two with his sword—if we did this in a realistic style it would be pretty grotesque and we would be making more of a horror game than an action adventure; in the cartoon style, it looks cool and amusing to the player, hopefully without freaking them out!

GW: Argonaut coined the term Manga Space in talking about the game's action style. What is Manga Space?

I-Ninja Team: This refers to a type of 3-D environment we have created for some of our gameplay [various minibosses that you meet during missions, and various bonus missions that you can buy throughout the game—if you have enough coinage!]. It is inspired by our love of manga and anime and uses similar art techniques as seen in these genres.



GW: What elements did you want to emphasize to make sure that the game would be fun to play?

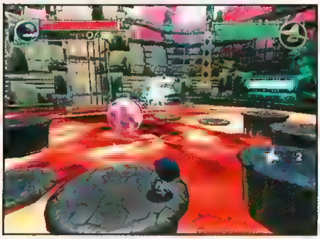
I-Ninja Team: We are all big game-players, and so the main thing was to do exactly what you have said—we just constantly ask ourselves, "Is this fun?" The thing to start with is the main character's control and feel; if it doesn't feel good to just run the character around an empty room doing his basic moves, then no matter what you do later, the game is never going to have a good feel about it. Fighting is always fun, so this was another focus. We wanted something challenging but that people could pick up and find intuitive and fun pretty quickly. The combat in I-Ninja is fast-paced and relentless [you get to fight up to 15 enemies at once!]; it's more about timing your types of attacks and evasions than anything else, and then there is the careful use of your Rage Abilities. . . . We also love the pace and flow of skateboarding games, so we have included elements of this, and Ninja can do combos and flow from one obstacle to another, grinding, swinging, swordcoptering, kick-jumping and wall-running his way across levels. Last, but by no means least, there is the variation in gameplay types; it's always fun to be suddenly thrown into a new gameplay situation. . . .

GW: How would you describe the game's humor?

I-Ninja Team: We never wanted to do a serious ninja game with all of the "honor and revenge" kind of thing. We wanted to make a character that was exactly the opposite, a bit of an antihero, and place him into some very funny situations. In the end, we've focused on Ninja's flippant can-do attitude and the student-master relationship between Ninja and his dead master, Sensei. The fact that Sensei always mixes up his proverbial sayings [made it] a lot of fun to write and record, and using Billy West from *Ren and Stimpy* and *Futurama* for Ninja's voice made it even more biting and better. In addition, seeing Don Bluth Films storyboard and animate the cinematics has allowed us more insight into Ninja's depth of character and attitude in subtle yet effective ways.

GW: What did the Don Bluth Film Group bring to the title?

I-Ninja Team: Don Bluth, Gary Goldman and their animation team have been great to work with. We worked hard to [create] a character that was full of cool attitude both in his moves and in combat, and we were looking for a team that could do Ninja justice in the animated cut scenes. Don and his team took our ideas and elevated them to a quality of animation that took our breath away.



GAME WATCH FORECAST

NINTENDO GAMECUBE

BAD BOYS II
BLOWOUT
BOMBERMAN JETTERS
BRATZ: FORMAL FUNK
CARMEN SANDIEGO: SECRET OF THE STOLEN DRUM
CHIBIROBO
CONAN: THE DARK AXE
CONFLICT DESERT STORM 2
CRASH NITRO KART
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DIGIMON WORLD 4
DISNEY'S HIDE & SNEAK
EXTREME FORCE: GRANT CITY ANTI-CRIME
THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES
FIFA SOCCER 2004
FINAL FANTASY: CRYSTAL CHRONICLES
FREESTYLE STREET SOCCER
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GEIST
GO! GO! HYPERGRIND
GOBLIN COMMANDER: UNLEASH THE HORDE
GOTCHA FORCE
HARRY POTTER AND THE SORCEROR'S STONE
HARVEST MOON: A WONDERFUL LIFE
HE-MAN: DEFENDER OF GRAYSKULL
THE HOBBIT
I-NINJA
JAMES BOND 007: EVERYTHING OR NOTHING
JUSTICE LEAGUE
KILLER 7
KNIGHTS OF THE TEMPLE
THE LEGEND OF ZELDA: COLLECTOR'S EDITION
LEGENDS OF WRESTLING: SHOWDOWN
LOONEY TUNES: BACK IN ACTION
MARIO TENNIS
MEDABOTS INFINITY
MEGA MAN ANNIVERSARY COLLECTION
METAL GEAR SOLID: THE TWIN SNAKES
MIDWAY ARCADE TREASURES
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MONSTER 4X4: MASTERS OF METAL
NARC
NBA BALLERS
NEED FOR SPEED UNDERGROUND
NFL STREET
ONE PIECE: TREASURE BATTLE
PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION
PAC-MAN VS.
PIKMIN 2
PILLAGE
POKéMON CHANNEL
POKéMON COLOSSEUM
PRINCE OF PERSIA: THE SANDS OF TIME
R: RACING EVOLUTION
RAINBOW SIX 3: RAVEN SHIELD
RESIDENT EVIL 4
RESIDENT EVIL CODE: VERONICA X
RIBBIT KING
ROADKILL
ROCKET POWER: ZERO GRAVITY ZONE
SCALER: THE SHAPE SHIFTING CHAMELEON
SCOOBY-DOO!: MYSTERY MAYHEM
SERIOUS SAM
SHREK 2
THE SIMS: BUSTIN' OUT
SONIC HEROES
SPAWN
SPHINX AND THE CURSED MUMMY
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM
STAR FOX
STARCRAFT: GHOST
STREET HOOPS
STREET RACING SYNDICATE
TALES OF SYMPHONIA
TERMINATOR 3: RISE OF THE MACHINES
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY IN WAR OF THE WHISKERS
TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW
UNITY
URBAN FREESTYLE SOCCER
WORLD CHAMPIONSHIP POOL 2004
XIII
XGRA—XTREME G RACING ASSOCIATION
X-MEN LEGENDS

GAME BOY ADVANCE

A SOUND OF THUNDER
ACTIVISION ANTHOLOGY
AERIAL ACES
AMERICAN IDOL
BALDUR'S GATE: DARK ALLIANCE
BIONICLE
BOOKWORM
CT: SPECIAL FORCES
CUSTOM ROBO GX
DIGIMON RACING
DISNEY'S ALADDIN
DISNEY'S PARTY
DORA THE EXPLORER: SUPER SPIES
DRAGON BALL Z: TAIKETSU
DR. SEUSS: GREEN EGGS AND HAM
DR. SEUSS: THE SEUSSATIONAL JOURNEY
FAMITSA ADVANCE
FROGGER'S JOURNEY: THE FORGOTTEN RELIC
GEM SMASHERS
HAMTARO: RAINBOW RESCUE
HOT WHEELS: WORLD RACE
HYPERSPACE DELIVERY BOY
KINGDOM HEARTS: CHAIN OF MEMORIES
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LIZZIE MCGUIRE: ON THE GO!
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MARIO GOLF
MAX PAYNE
MEDAL OF HONOR: INFILTRATOR
MEGA MAN BATTLE CHIP CHALLENGE
METAL SLUG ADVANCE
METROID ZERO MISSION
MISSION IMPOSSIBLE—OPERATION SURMA
MONSTER TRUCK MADNESS 2.0
¡MUCHA LUCHA!: MASCARITAS OF THE LOST CODE
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE: GRAND BATTLE
OPERATION: ARMORED LIBERTY
OZZY & DRIX
PAINTBALL
PETER PAN
RADIUM
RIVER CITY RANSOM ADVANCED
RIVER KING
ROAD RASH: JAILBREAK
SCOOBY-DOO!: MYSTERY MAYHEM
SHINING SOUL II
SHREK 2
THE SIMS: BUSTIN' OUT
SONIC BATTLE
SPEED BALL 2: BRUTAL DELUXE
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM
SPY MUPPETS: LICENSED TO CROAK
SSX 3
THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEN PIN ALLEY
TERMINATOR 3: RISE OF THE MACHINES
THUNDER ALLEY
TIGER WOODS PGA TOUR 2004
TINY TOON ADVENTURES: SCARY DREAMS
ULTIMATE TABLE GAMES
ULTIMATE WINTER GAMES
WADE HIXTON'S COUNTER PUNCH
WALT DISNEY'S ALADDIN
WIZARDRY: THE SUMMONING
WORLD REBORN
X-BLADEZ: INLINE SKATER
XYANIDE
YU-GI-OH! WORLD CHAMPIONSHIP TOURNAMENT
YU YU HAKUSHO: SPIRIT DETECTIVE

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CONTENT RATED BY ESRB
Mild Violence

PlayStation 2

NINTENDO GAMECUBE

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There are three exciting ways to get your hands on the amazing The Legend of Zelda: Collector's Edition disc, which contain four classic Zelda adventures. It's yours free with the purchase of a GCN, but existing GCN owners can score the disc, too—by renewing or subscribing to Nintendo Power magazine, or by registering your Nintendo GameCube and a pair of select GCN games on our website. You won't want to miss one of the greatest offers of all time!

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- Zelda II™: The Adventure of Link®
- The Legend of Zelda®: Ocarina of Time®
- The Legend of Zelda®: Majora's Mask™

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- Special The Legend of Zelda®: The Wind Waker™: The Movie Experience
- Exclusive The Legend of Zelda®: Retrospective Movie Experience

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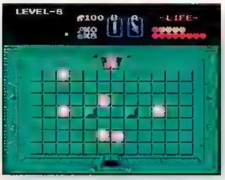
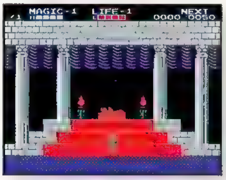
The game that marked the beginning of a legacy, The Legend of Zelda was released for the NES in 1987. As the hero Link, you'll explore Hyrule and conquer nine dungeons as you search for the lost Triforce Shards. Reassemble the Triforce and rescue Princess Zelda from the Dark Lord, Ganon, to save the land! Both quests are included.

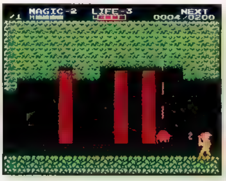
LEVEL-3
-LIFE-



ZELDA II™: THE ADVENTURE OF LINK®

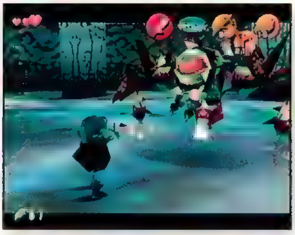
The 1988 sequel, Zelda II: The Adventure of Link, is a side-scrolling adventure. Princess Zelda has fallen under a powerful sleeping spell, and only Link can wake her! Travel the world and put six crystals back in their places to retrieve the Triforce of Courage before Ganon's minions can resurrect him.





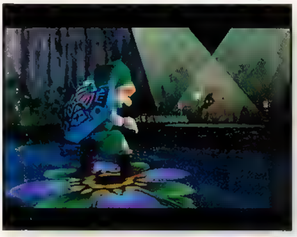
THE LEGEND OF ZELDA®: OCARINA OF TIME®

Considered by many Zelda fans to have revolutionized the series, Ocarina of Time was released in 1998 for the N64. For the first time in Zelda history, Link can ride his horse, Epona, play magical songs on the ocarina, wear mysterious masks and more as he races through time to save Hyrule. Explore a massive world and many vast dungeons in Link's epic journey.



THE LEGEND OF ZELDA®: MAJORA'S MASK™

Majora's Mask was first released in 2000 for the N64 and used a similar style to Ocarina of Time's. Link must manipulate the flow of time with his ocarina and use magical masks to gain special abilities in a quest to save the world from the powers of an accursed evil known as Majora's Mask. All of the game's events take place in three days' time.



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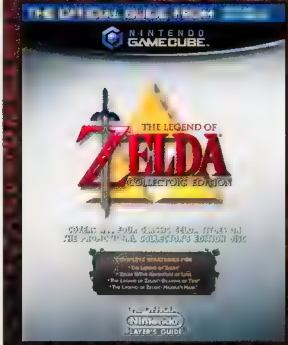
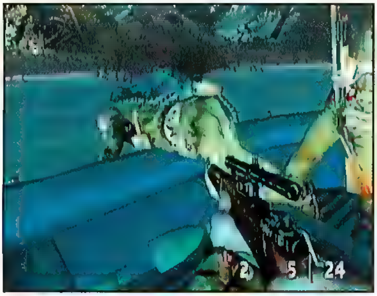
Get the Guide!



The Legend of Zelda: Collector's Edition player's guide is your key to the secrets behind all four games on the exciting Collector's Edition disc. Don't miss out!

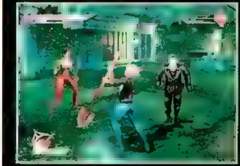
SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.



Oh, rats. I dropped my pickle overboard!

YOUR SCREEN TEST CAPTIONS



Our line was: Buffy demonstrates proven vampire-control methods in her new video, How to Slay Vampires with Common Household Implements. Coming soon, 101 Ways to Slay Vampires with a Toothpick!

I've g-got a shovel and I-I'm not a-afraid t-to use it.
—Cokitodos

Step away from the shovel, and no one gets hurt.
—Zachary Smith

Just once, I'd like you to stop trying to kill me and do the gardening! *—Weave6464*

In this episode of *This Old Cementry*, Buffy teaches us how to get rid of unwanted things like rats, spiders, moles and even vampires. *—Christopher Stevens*

Can you dig it? *—Jonathan Fuchs*

After some consideration, Buffy thought that maybe digging up those corpses wasn't such a good idea. *—Alex Cripps*

Feel the wrath of my shovel! *—Victor Schweizer*

This isn't fair. How come that kid in Boktai gets a solar gun and I get a shovel? *—Nannypop4*

You are to dig one hole each day, five feet deep and five feet wide. *—Fron B.E.N.*

OK, this is Acre C-2, and . . . WHOA! The notice board didn't say anything about that!
—Pokemario

WHO ARE WE?

The humble knock-knock joke doesn't get much respect, and neither does Mario's brother, Luigi. So nintendo.com's latest contest is a fitting tribute to the comedy stylings of Mario & Luigi: Superstar Saga. The contest features lots of fabulous prizes, celebrity judge Kathy Griffin, and some of the best (and worst) knock-knock jokes ever assembled outside a schoolyard. Be sure to visit the contest site at http://marioandluigi.gameboy.com/contest/home.jsp to read the winning joke. You may laugh so hard that your sides split—so we recommend having a doctor standing by. We couldn't resist sharing with you some of the funniest entries submitted so far, which you can enjoy below.

Knock, knock.
Who's there?
Luigi.
Luigi who?
Story of my life.

Knock, knock.
Who's there?
Luigi!
Disgruntled sidekick who?
Hey, that's not funny!

Knock, knock.
Who's there?
Alan.
Alan who?
Alan the blue goo from the NP Krew.

Knock, knock.
Who's there?
Lakitu.
Lakitu who?
I'd Lakitu open the door right now!

Knock, knock.
Who's there?
Toadstool!
Toadstool who?
Toadstoll little, but Mario is just the right size!

Knock, knock.
Who's there?
Amnesia Victim.
Amnesia Victim who?
I forgot.

Knock, knock.
Who's there?
Spell.
Spell who?
W-H-O.

Knock, knock.
Who's there?
Fun-guy.
Fun-guy who?
Toad, the FUNGI! LET ME IN!

Knock, knock.
Who's there?
Pizza.
Pizza who?
What, you wanna pizz'a me, buddy?

Knock, knock.
Who's there?
Peach.
Peach who?
Can you stop talking about Pokémon for a second. I'm trying to tell a joke.

Knock, knock.
Who's there?
Toad.
Toad who?
Toad you they'd want you back, Luigi . . . but only as Mario's sidekick!

Knock, knock.
Who's there?
Mushroom.
Mushroom who?
There's not mushroom in this warp pipe . . . Can you scoot over?

Knock, knock.
Who's there?
Observational Comedian.
Observational Comedian who?
Did you ever notice that there are no "ding-dong" jokes? What's the deal with that? Don't the doorbell people have enough clout in the comedy industry? You know what they need? Guerilla marketers—disguised as young kids—trying to introduce that crucial 5-10 market segment to "doorbell jokes."

Knock, knock.
Who's there?
Boo.
Boo who?
Don't cry, it's just a joke!

Something is Happening!™

Neopets are magically appearing on cards you can collect and play with!

Gather your favourite Neopets!

Challenge your friends!

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Free Virtual Prize Code in every Booster Pack!

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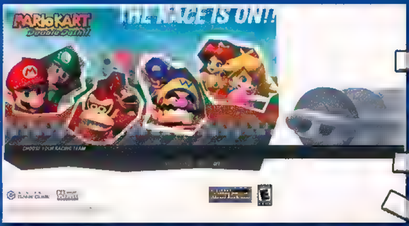
Eliv Thade
VILLAIN | KACHEEK | AIR
STR
AGI
INT
To play this, you need an Air Neopet.
When this Villain loses a contest, untap all of its rivals and the player who defeated it draws a card.
"Everything is a game. A vile, evil, delightful game."
TM & © 2003 NEOPETS, INC.
51/224
neopets
Wizards OF THE COAST

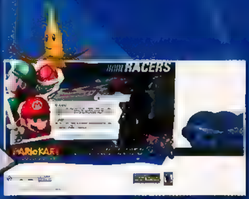
Kick the Tires, Pick Your Kart

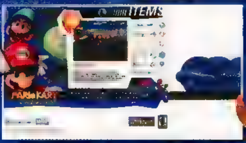
mariokart.com

When Mario Kart: Double Dash!! is released on Nov. 17, it'll overtake its N64 predecessor as the all-time funniest, most frantic kartin' game in history. And the Mario Kart website lets you experience the high-octane hilarity for yourself. Check it out to see why the two-character kart sets the new standard for kart engineering.


MARIO KART Double Dash!!
THE RACE IS ON!!
CHOOSE YOUR RACING TEAM

TEAM MARIO
MARIO KART


RACERS
MARIO KART


ITEMS
MARIO KART

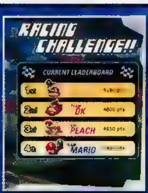
The Mario Kart: Double Dash!! website lets you take two-character karting for a spin. From the homepage, you'll choose one of four classic pairings—Mario and Luigi, Donkey Kong and Diddy Kong, Wario and Waluigi or Princess Peach and Daisy. Your choice will customize the website's design. You can then surf for details on your team, its characters, their special items and much more.

TIPS
MARIO KART Double Dash!!

No matter which team you choose, you'll glean lots of great tips on how to get ahead of your competition in Mario Kart: Double Dash!!

PLAY MODES
MARIO KART

Double Dash!! has a wide variety of play modes, and you can view movies that show each of them in action.


RACING CHALLENGE!!
CURRENT LEADERBOARD
1st
2nd DK 4800 pts
3rd PEACH 4650 pts
4th MARIO

After you select your team, you can play a minigame that push your kart ahead of others. Invite your friends via e-mail to join your team. You'll maximize your chances of outracing all your challengers!

Join the Superstar Paparazzi

gameboy.com/marioandluigi

[illegible] in Mario & Luigi: Superstar Saga. [illegible]

MARIO & LUIGI
MUSHROOM WORLD EXCLUSIVE
LOCAL HEROS MARIO & LUIGI

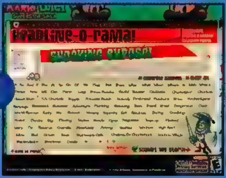
[illegible] ities, so they're unfazed by the website that puts the spotlight on th[illegible] adventures in Mario & Luigi: Superstar Saga.

MARIO & LUIGI
CELEBRITY TRAVEL
Visiting Exotic Lands

[illegible] superzany storyline and the wi[illegible] regions that the brothers [illegible] meet along the way.

MARIO & LUIGI
HEADLINE-O-RAMA!

You can also create news-story cards that expose the strange goings-on. You'll choose a photo, then position characters on it to spin your own tales from the world of Superstar Saga.

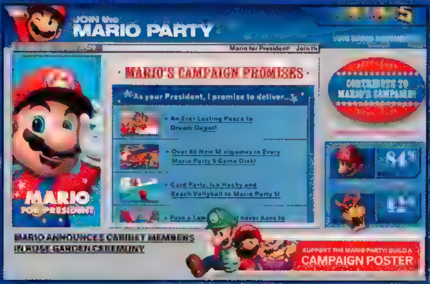

MARIO & LUIGI
HEADLINE-O-RAMA!
SHOCKING EXPOSÉ!

To complete your card, you'll compose your story from a list of words; go for maximum flair. There's no end to the Superstar Saga stories that you can conjure quickly and easily!

Vote Your Conscience!

marioparty.com

Mario's the most refreshing candidate to throw his hat in the presidential ring—and his running mate, Luigi, makes their bid all the more appealing. Unfortunately, Bowser's horning in on the action. He's a frightening prospect in our opinion, but it's your vote that matters. So check out the Mario Party website and rock the vote, whomever you support. You can make a difference, especially with a little help from their true-blue supporters. Marioparty.com has all sorts of cool stuff—like posters, bumper stickers and more—that the brothers' boosters can use to get the word out. You can also play lots of fun minigames that will put you in the spirit of one of the biggest competitions of the year!


JOIN the MARIO PARTY

Mario for President! Join th

MARIO'S CAMPAIGN PROMISES

As your President, I promise to deliver...

- An Ever Lasting Peace to Dream Depot!
- Over 60 New Minigames in Every Mario Party 5 Game Disk!
- Card Party, Ice Hocky and Beach Volleyball to Mario Party 5!
- Pass a Law [illegible] never have to

CONTRIBUTE TO MARIO'S CAMPAIGN!

MARIO FOR PRESIDENT

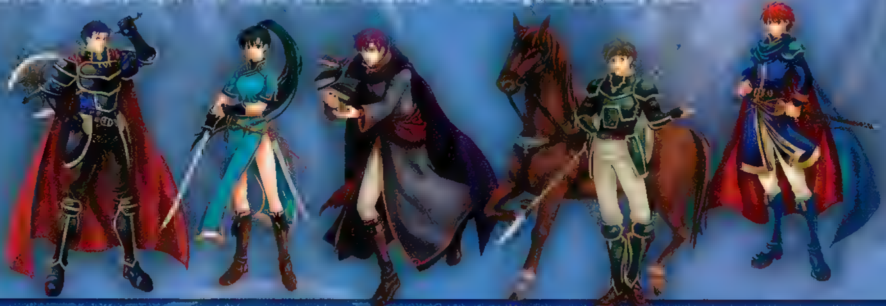
MARIO ANNOUNCES CABINET MEMBERS IN ROSE GARDEN CEREMONY

SUPPORT THE MARIO PARTY! BUILD A CAMPAIGN POSTER

Sharpen Your Wits for Fire Emblem

gameboy.com/fireemblem

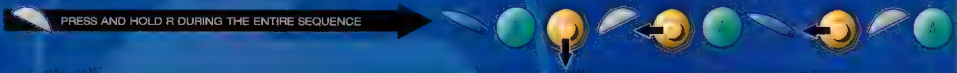
Fire Emblem brings a [illegible] to the GBA. The game's official website [illegible]



F-Zero Pulls Out All the Stops

f-zero.jp

From Nov. 10 through Dec. 11, the final phase of the worldwide F-Zero championship—the Emerald Cup—will run its course. To convert your F-Zero GX Emerald Cup time into an Internet-ranking password, use the Emerald Cup button presses shown below while on the Records screen for Time Attack Emerald Cup. Visit f-zero.jp for more details.



Dragons Roost in My Nintendo

nintendo.com

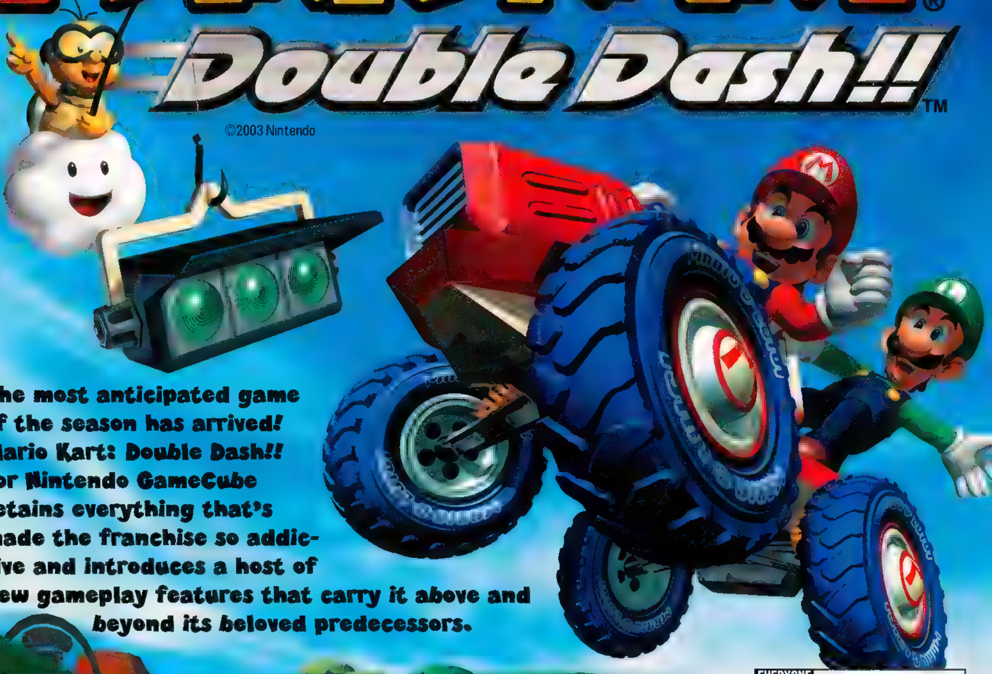
The My Nintendo sweepstakes (which continues through January [illegible]) is adding new prizes starting December [illegible] Pokémon TCG: EX Dragon decks [illegible] and [illegible]! Check your My Nintendo pages at nintendo.com frequently to see if you've won one of the many weekly prizes. If you're not a member, you can sign up for free at nintendo.com!

Pokémon
DRAGON
DRAGON

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE SUBSCRIBER-ONLY CHAT!

MARIO KART® Double Dash!!™

©2003 Nintendo



The most anticipated game of the season has arrived! Mario Kart: Double Dash!! for Nintendo GameCube retains everything that's made the franchise so addictive and introduces a host of new gameplay features that carry it above and beyond its beloved predecessors.

LAN CONNECTIVITY: MK: DD!!'s LAN connectivity (via the Broadband Adapter) enables multiplayer matches on up to eight televisions, with the same number of Game Discs and GCNs. You can connect two systems directly with a cross cable, but to connect three or more, you'll need a LAN cable for each system and a 10BASE-T hub.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

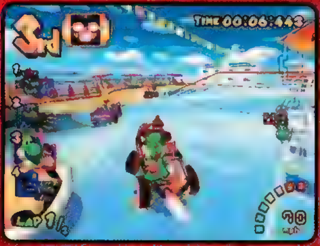
3rd
TIME 01:29:910
1
2
3
4
LAP 3/3
55 mph

4th
TIME 00:25:948
1
2
3
4
LAP 1/3
56 mph

START YOUR ENGINES

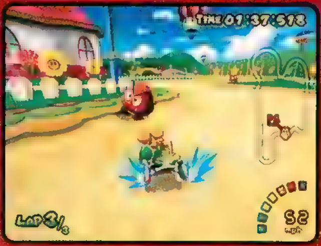
When driving solo, you'll have two play modes to choose from: Grand Prix and Time Trials. In Grand Prix, you'll compete against seven other teams in a cup consisting of four courses. There are three cups available at the beginning of the game, and a fourth is unlockable. In Time Trials, you'll try to record the fastest time on a course without any other karts on the track to get in your way.

GRAND PRIX



The CPU opponents in Grand Prix mode are much smarter and more aggressive than they were in Mario Kart 64, and thankfully, they no longer get faster miraculously when you pass them.

TIME TRIALS



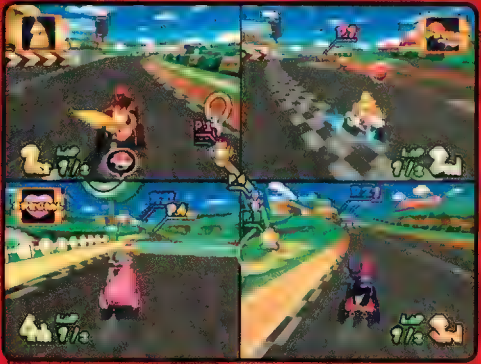
You can save your best time on a course to your Memory Card, then race against a semitransparent "ghost" that follows your record-setting line. You can also unlock the developers' ghosts.

TIME 00:05:588
LAP 1/3

MULTIPLAYER MAYHEM

Of course, the real allure of Mario Kart has always been its multiplayer matches. Double Dash!! adds co-op play to the mix, allowing two players to join forces on a single kart. The result is an experience that's fresh and new for even longtime fans of the series. Up to four people can play through an entire cup in Grand Prix (two can play competitively, and up to four can play cooperatively) or on a single course in Versus mode.

VERSUS



You can adjust the contents of the Item Boxes in Versus mode from the Options menu. Powerful items are hard to come by on the Basic setting; they appear with greater frequency on the Frantic setting.

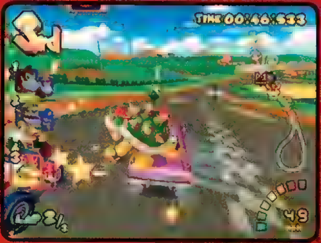
CO-OP PLAY

FRONT-PLAYER RESPONSIBILITIES

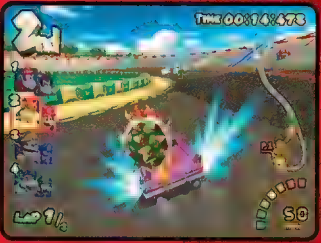
The player at the wheel is responsible for driving the kart and drifting around corners.

REAR-PLAYER RESPONSIBILITIES

The player in the back is in charge of using items, hitting opponents with slide attacks and building up power for Mini-Turbos.



The rear player can execute a slide attack by pressing L or R, causing the kart to slide quickly in the corresponding direction. If you hit a kart that's carrying an item, you'll steal the item. Slide attacks can also help your driver avoid obstacles and correct your trajectory around turns.

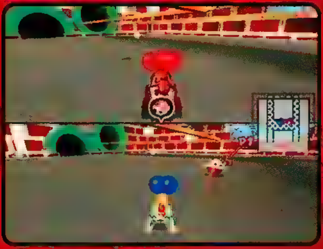


It's much easier to perform a Mini-Turbo with two players than it is with one. The rear player tilts the Control Stick back and forth, allowing the driver to concentrate on drifting. For more information on the speed-boosting technique, see page 38.

BATTLE MODES

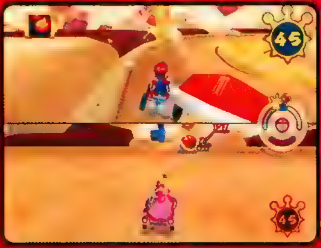
If you and your pals are in the mood for something a bit more aggressive than racing for first place, you can duke it out in one of the game's rip-roaring Battle modes.

BALLOON BATTLE



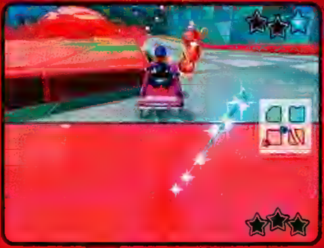
Each kart is surrounded with balloons. Use items and slide attacks to pop your opponents' balloons while trying to keep your own balloons intact. The last player with at least one balloon remaining wins.

SHINE THIEF



When you pick up the Shine, a timer will begin counting down. If you can hold onto the Shine until the timer reaches zero, you'll win. To steal the Shine from other players, hit them with a slide attack or ram them while using a Star or Mushroom.

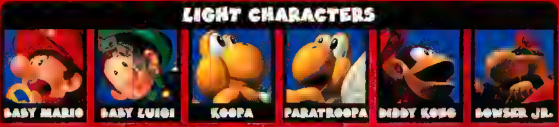
BOB-OMB BLAST

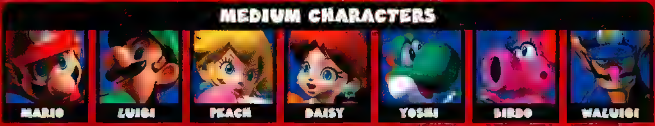


As the name suggests, you'll toss Bob-ombs at your opponents to score points. Depending on the number of players, the first to rack up three or four points wins. Explosions from your own Bob-ombs won't hurt you, but getting hit by an opponent's blast will cost you a point.

KART AND DRIVER

There are 16 characters on the Double Dash!! roster initially, and you can pair whichever ones you like (we're partial to Luigi and Wario). The weight of your characters will determine which karts you'll be able to choose from; however, big ol' Bowser just isn't going to fit in Baby Mario's Goo-Goo Buggy. Experiment with different combinations to find the one that best fits your playing style.

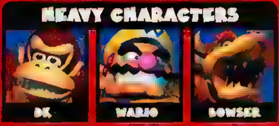

LIGHT CHARACTERS
BABY MARIO
BABY LUIGI
KOOPA
PARATROOPA
DIDDY KONG
BOWSER JR.


MEDIUM CHARACTERS
MARIO
LUIGI
PEACH
DAISY
YOSHI
BIRDO
WALUIGI

LIGHT KARTS Light karts are capable of carrying two light characters only.

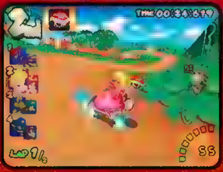
MEDIUM KARTS You'll hop aboard a medium kart if your bigger character is in the medium category.

HEAVY KARTS If you choose a heavy character, you'll have no choice but to ride in a heavy kart.


HEAVY CHARACTERS
DK
WARIO
BOWSER

KART CHARACTERISTICS

1st
TIME 00:40:167
29


2nd
TIME 00:34:619
55

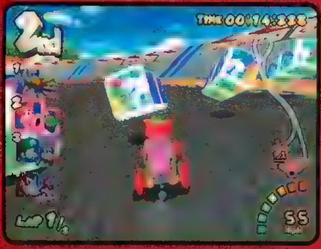
3rd
TIME 00:06:676
59

Each kart is rated in three categories: speed, acceleration and weight. Most light karts benefit from good acceleration and lose minimal speed when they go off-course. Heavy karts are slow to get going, but their top speeds are generally very high and they're capable of bouncing lighter karts all over the track. Most medium karts are average, well-balanced machines, making them ideal for beginners.

STANDARD ITEMS

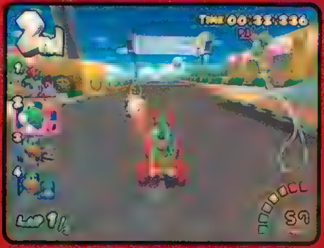
Racing around the track is but half the battle. To succeed in Mario Kart, you must be able to wreak havoc on your foes with the variety of items at your disposal. Only the character in the rear can fire, but both characters can carry an item. Therefore, you can launch two items in quick succession by switching the characters' positions (see page 38).

PICKING UP ITEMS



To acquire an item, simply run over one of the Item Boxes littered across the tracks. Double Item Boxes will give an item to both the front and the rear characters.

MULTI-DIRECTIONAL FIRE



Most items can be thrown either forward or backward. Assess where the greatest threat is coming from before determining how to unleash your token of goodwill.

GREEN SHELL

Green Shells move in a straight line, so you'll have to aim carefully to hit your target. If a Green Shell bounces off a wall, it'll ricochet around the course until it runs into a kart or an obstacle.

RED SHELL

Red Shells home in on the nearest kart in front of you and are capable of following their targets around turns. When fired backward, however, Red Shells move in a straight line like their green counterparts.

SPINY SHELL

When you release a Spiny Shell, it will fly over the track and seek out whoever's in first place. Upon impact, the shell will explode and take out all other karts in the vicinity (including yours if you get too close).

MUSHROOM AND TRIPLE MUSHROOM

Mushrooms give you a temporary burst of speed. Occasionally an Item Box will give you three Mushrooms at once. Wait until the end of the boost from each one before using the next.

BANANA

When using a Banana, you'll automatically drop it behind you unless you tilt the Control Stick forward. The slippery fruit will remain on the track until someone drives over it and spins out of control.

FAKE ITEM BOX

Fake Item Boxes look identical to the real thing until they're right in front of you, at which point you'll notice their red hue and the upside-down question mark. Drop them next to authentic Item Boxes to fake out your foes.

STAR

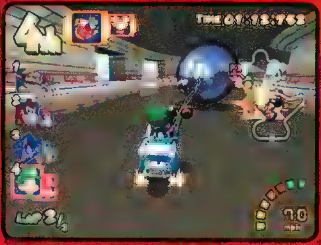
Stars increase your kart's top speed slightly, improve its handling and, most importantly, make you invincible temporarily. You can send rival karts flying simply by ramming into them.

THUNDERBOLT

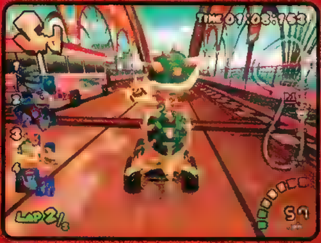
When triggered, the Thunderbolt will shrink every kart but yours. The wee vehicles are slower than your full-sized kart, making it easier for you to run them over.

SPECIAL ITEMS

Sometimes an Item Box will yield a special item unique to each pair of like characters (e.g., Mario and Luigi or Donkey Kong and Diddy Kong). Though they all work a bit differently, every special item is capable of taking out multiple foes at once. Below are a couple of examples.



Baby Mario and Baby Luigi unleash a Chain Chomp that pulls their buggy along at high speed and knocks out any karts that get in their way.

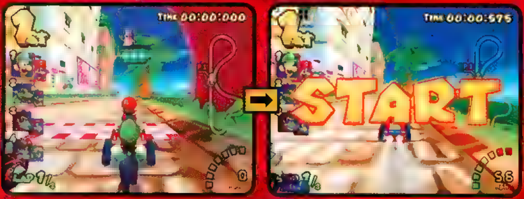


Bowser's Shell, compliments of the Koopa King and his son, is basically a supersized version of the standard Green Shell.

DRIVING SCHOOL

The core gameplay in Mario Kart: Double Dash!! is deceptively deep. Take a moment to familiarize yourself with the following maneuvers before heading out on the track.

ROCKET START



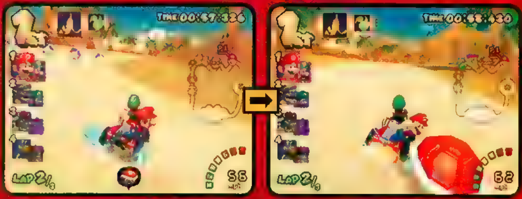
If you press the A Button just a fraction of a second before Lakitu's signal light turns green, you'll explode off the starting line with a burst of speed. By moving to the front of the pack early, you can avoid much of the ensuing carnage.

SWITCHING POSITIONS

TIME 01:03:257

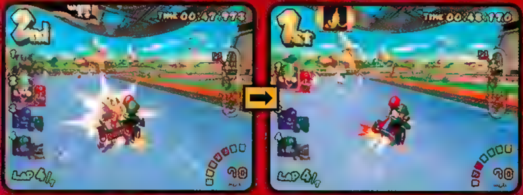
Press the Z Button to switch your riders' positions. Remember that only the rear character can use items, so you'll need to swap places whenever you want to use the item that the driver is holding. You should also change positions when you're about to drive through an Item Box if the character in back already has an item and the one in front does not.

EVASIVE MANEUVERS



When you're about to get clobbered by a homing weapon, a warning icon will pop up at the bottom of the screen. That's your cue to fire an item behind you or take evasive action around a turn or an obstacle.

STEALING ITEMS



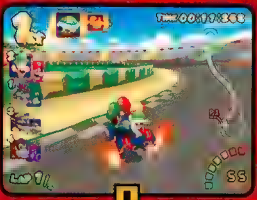
There are three ways to steal an item from an opposing kart: ram it while using a Mushroom, smash into it when you're powered-up with a Star or bash it with a slide attack. You'll always steal from the rear character. If the driver is carrying an item, he or she will drop it on the track.

DROPPED ITEMS

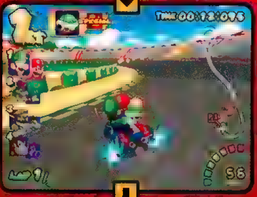
TIME 01:07:661

Whenever someone drops an item, you'll see it on the course. Drive over the helpful items (you'll receive the benefits instantaneously) and steer clear of the hazardous ones.

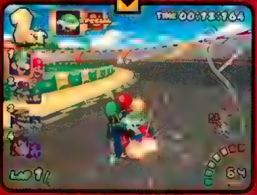
MINI-TURBO



You can boost out of a turn by powering up a Mini-Turbo. Start by sending the kart into a power slide with the L or R Button. When you see yellow sparks, tilt the Control Stick in the direction opposite the turn, then let the stick return to the center.



Once the sparks turn orange, tilt the Control Stick in the direction opposite the turn again. The sparks will turn blue, indicating that the Mini-Turbo is fully charged.



Pull out of the power slide to activate the Mini-Turbo. Not only does the maneuver give you a momentary burst of speed, but it can help you realign your kart after a sharp turn. Chain together multiple slides and Mini-Turbos to maintain a higher speed than normal.

MUSHROOM CUP

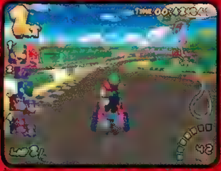
The first cup is indicative of the variety you can expect from Mario Kart: Double Dash!!, both in terms of environments and track design. Be prepared for anything.

MAP KEY

Item Box
Double Item Box
Enemy Warning
Mini-Turbo

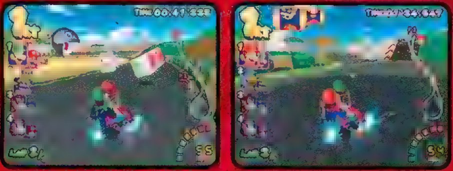
LUIGI CIRCUIT

COURSE CHANGES ON 50cc

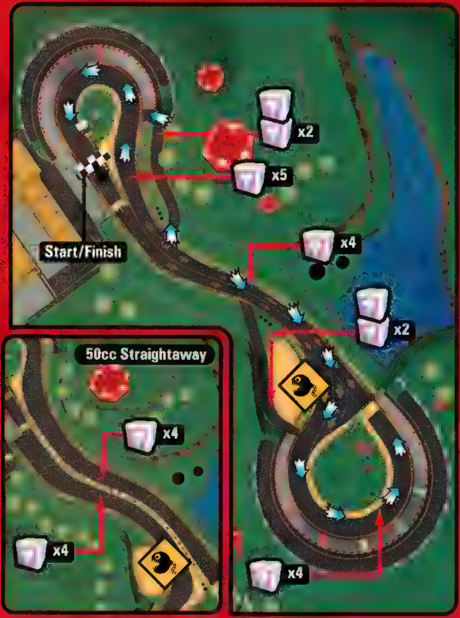


Luigi Circuit is the only course whose track varies depending on your engine size. If you play on 50cc, there will be a barrier separating the two lanes on the long straightaway. Furthermore, the south shortcut will be buried underneath a slope and the north shortcut will be covered with grass.

SHORTCUTS ON 100cc AND 150cc

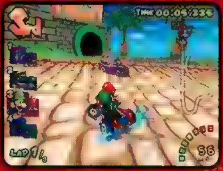


As you approach the Chain Chomp, follow the path to your right for a shortcut. There's another alternate path in front of the second curve that's not really a shortcut, but it does lead to two Double Item Boxes.



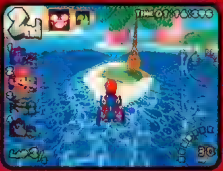
PEACH BEACH

WARP REWARD

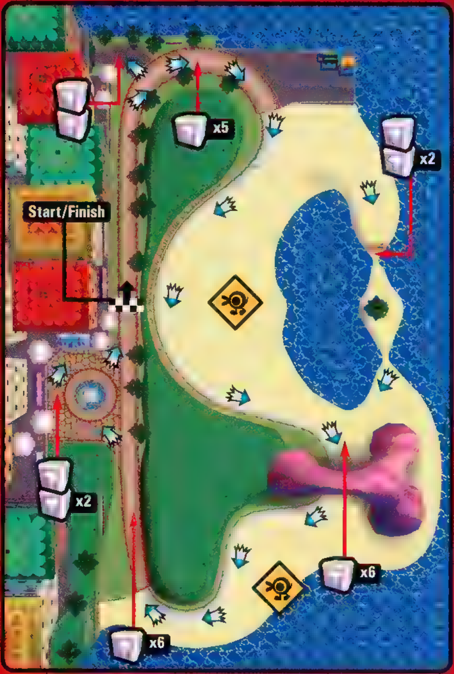


As the track curves right after the initial straightaway, you'll see a warp pipe in the final building to your left. If you drive inside, you'll be teleported overhead and hit a Double Item Box automatically on your way down. You'll lose a little bit of time, but if you're trailing behind anyway, the items could be worth it.

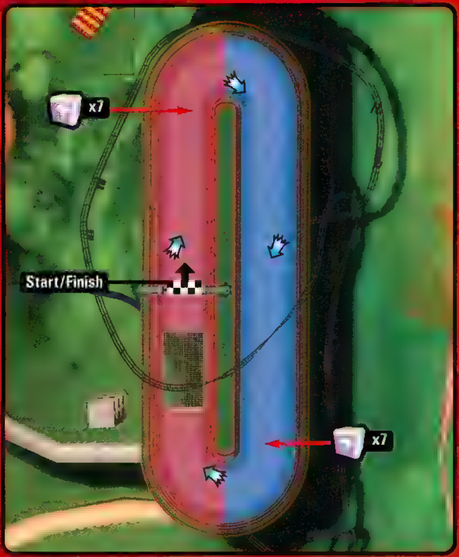
ISLAND-HOPPING



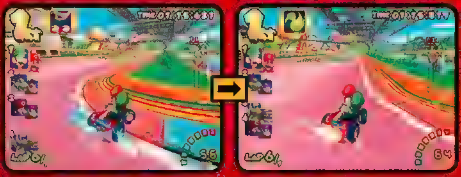
There's a pair of Double Item Boxes on the ramp to your left when you first drive onto the beach. Be sure to hit it going straight so you land on the island instead of falling in the drink. If the tide rises on the other side of the island, you'll need to use a Mushroom to slice through the water and get back on the beach.



BABY PARK

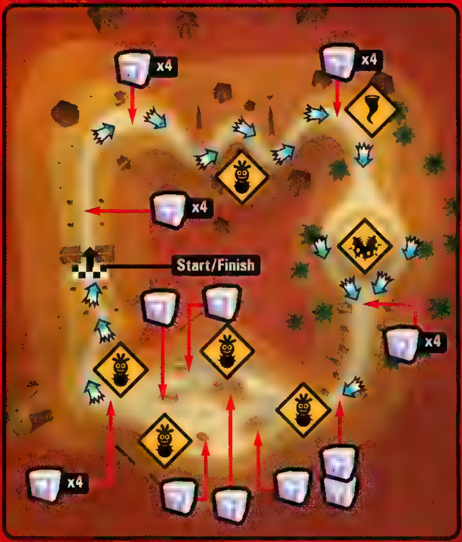


HAIRPIN TURNS

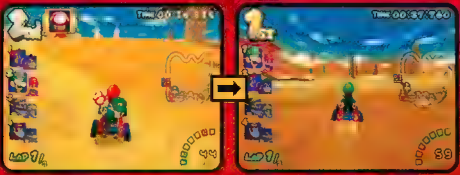


As you power-slide around the turns at each end of the course, hug the inside of the track and charge up a Mini-Turbo to blast into the straightaway.

DRY DRY DESERT

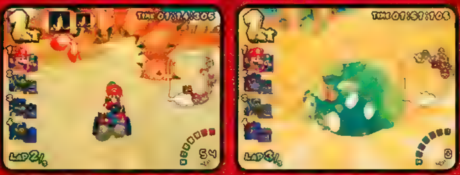


CROSSING THE DESERT



The darker the sand, the more it will slow you down. You can use Mushrooms or a Star to cut across turns, though, without taking a hit to your speed.

DANGERS IN THE DUNES

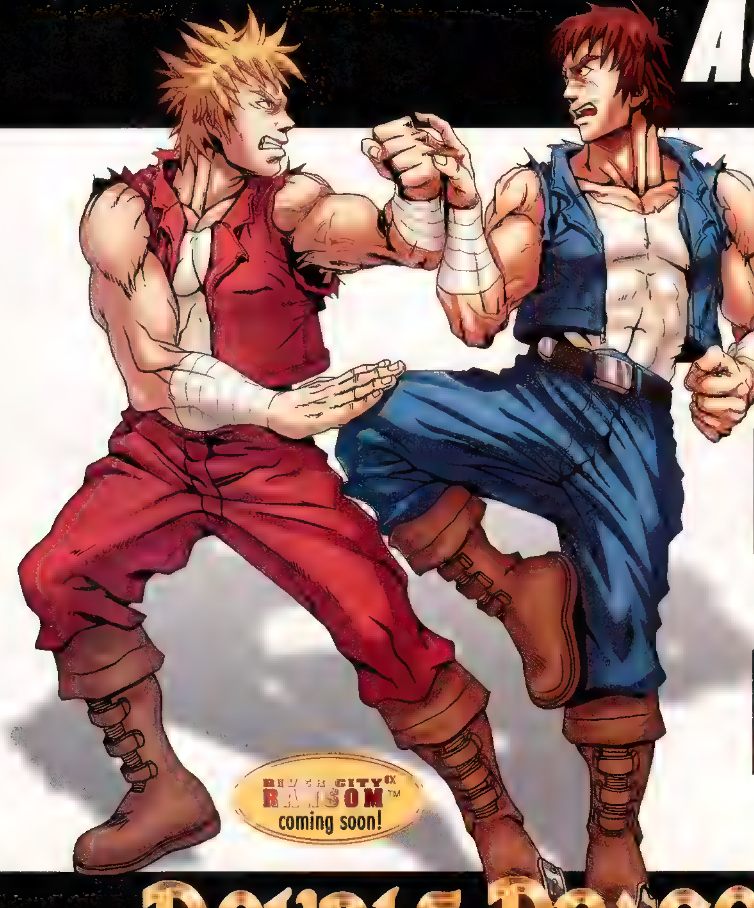


Dry Dry Desert is rife with obstacles. Watch out for the moving whirlwind and the giant cacti, and stay to the outside of the sandpit to avoid being devoured by the Piranha Plant at the bottom.

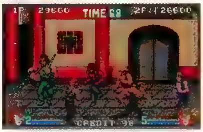
KART IT HOME

With its innovative, team-based gameplay, stunning visuals and spectacular course designs, Mario Kart: Double Dash!! does not disappoint. It's easily among the best titles we've played all year. Turn to page 154 to check out our review scores, and check out next month's issue, in which we'll reveal how to unlock the game's multitude of secret karts, characters and more.

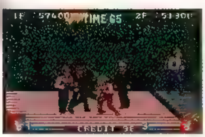
REVENGE IS A DISH BEST SERVED AGAIN



"... an extremely good brawler, the likes of which we haven't seen for years."
- GameSpy



Never before seen stages containing all new enemies and boss characters!



All new fighting techniques and weapons such as the dash punch and nunchucks!

DOUBLE DRAGON™ ADVANCE

Double Dragon is back and it's better than ever!

TEEN
T
CONTENT RATED BY ESRB

GAME BOY ADVANCE

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While most 14-year-olds are fighting to pass geometry, they're fighting evil demons.

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The Spirit Detective Saga – you know the story. But as a new RPG experience, exactly how it unfolds is up to you. Play as one of six of your favorite characters as you battle through 23 challenging levels of the Yu Yu Hakusho universe. Along the way, you'll pick up all sorts of powerful weapons and abilities to better your odds against an onslaught of sinister demons and villains that only get nastier as you go. It's dangerous. It's intense. It's risky. And it's way cooler than anything you'll learn in geometry class.

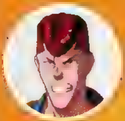
Yusuke

Botan

Kurama

Hiei

Kayko


Kuwabara

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ATARI
FUNimation Productions, Ltd.
TEEN
T
CONTENT RATED BY ESRB
Mild Violence

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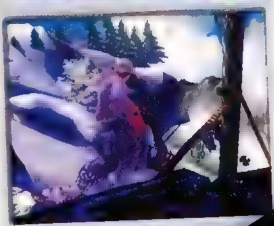
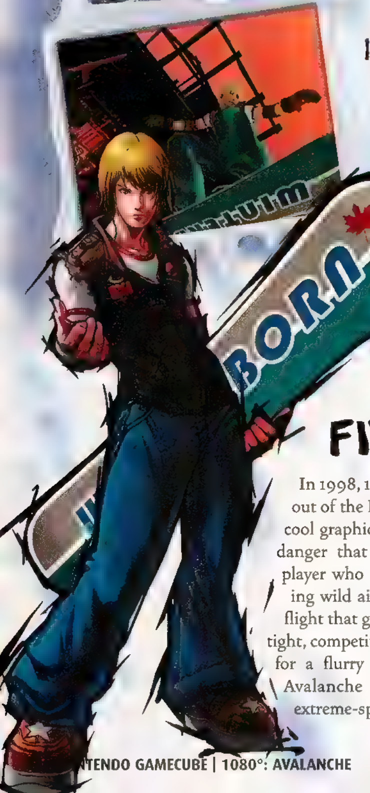
1080°® AVALANCHE

DAMAGE
LIVES

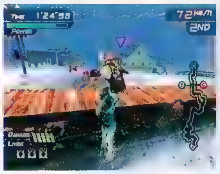




THE GROUND SHAKES. BOULDERS DROP FROM THE SKY. TREES FALL UNDER THE WEIGHT OF THE ICE AND SNOW, AND A CRYSTALLINE WAVE OVERRUNS YOU. 1080°: AVALANCHE IS TAKING THE NINTENDO GAMECUBE BY STORM!

Hold on to your stick, airdog! Nintendo's 1080°: Avalanche, developed by NST, is hitting the GCN. The sick-sational, twisted tricks and out-of-control antics begin in December with 15 feet-first runs over rickety bridges, through thick-forested trails and into cracked-rock caves. Match races, monster ramps and dropped-from-a-helicopter challenges await you. It's boarding time!

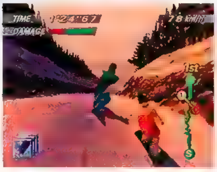
90 KM/H
2ND
DAMAGE
LIVES


TIME 1'24"88
72 KM/H
2ND
POWER
DAMAGE
LIVES

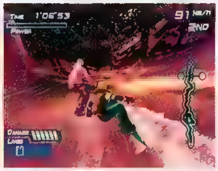
TIME 0'09"66
79 KM/H
POWER
DAMAGE
LIVES

FIVE YEARS OF PHAT FEATS!

In 1998, 1080° Snowboarding busted out of the N64 with great control, too-cool graphics and a sense of speed and danger that tingled the toes of every player who braved the mountain. Mixing wild air tricks (like the triple-spin flight that gave the game its name) with tight, competitive racing, it forged the way for a flurry of boarding titles. 1080°: Avalanche breaks new ground for extreme-sports enthusiasts.


TIME 1'24"67
78 km/h
DAMAGE

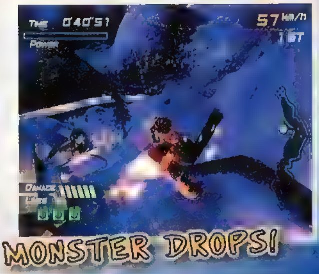
Ricky Winterborn and Akari Hayami blazed the trail for snowboarding games in the '90s with slick tricks and crazy speed.


TIME 1'06"53
91 KM/H
2ND
POWER
DAMAGE
LIVES

Winterborn and Hayami return with Rob Haywood and more boarders for crazy action that blows away the original game.

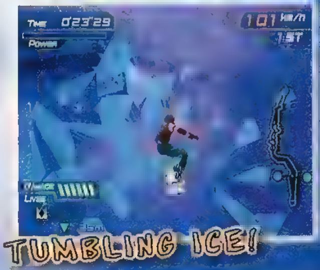
DOUBLE-DIAMOND DANGER

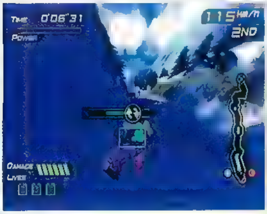
If you're looking for a cruiser run through a pristine park, you've slipped down the wrong slope. 1080°: Avalanche rocks you to your bones with breakaway barriers, rolling obstacles and perilous plunges that you won't believe until you live them. Packed snow, ice, rails, pavement and freshly fallen powder provide the surface on courses that weave, split and drop through both natural environments and manicured resorts. As you slide, you'll find side routes that present new challenges and allow you to shave seconds off your time.


TIME 0'40"51
57 km/h
1ST
POWER
DAMAGE
LIVES
MONSTER DROPS!

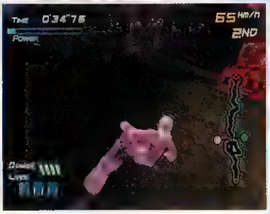
SPECTACULAR SPILLS

A thrilling mountain race wouldn't be complete without big bails. The game provides nasty crashes and out-of-control rolls that will make you happy to be in the comfort of your warm living room. If you land wrong, your boarder will "roll down the windows," flailing wildly as you try to recover by rotating the Control Stick. If you land sunnyside down, your boarder will crater hard and swallow big gulps of snow. By pulling off tricks, you can fortify your flier for major impacts. Every trick adds to your power meter. When the meter is full, your character glows with a translucent aura, giving you the strength to knock over competitors and get back on your feet quickly after falls. Practice makes perfect runs through the most dangerous courses. In time, you'll stick every landing and negotiate every curve with precision.

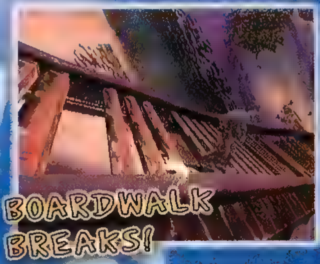

TIME 0'23"29
101 km/h
1ST
POWER
DAMAGE
LIVES
TUMBLING ICE!

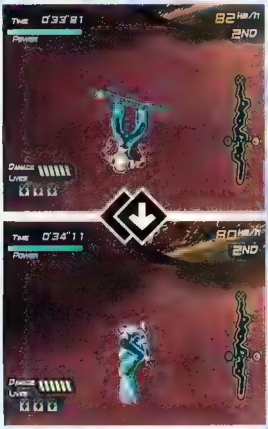

TIME 0'06"31
115 km/h
2ND
POWER
DAMAGE
LIVES

A hard landing puts your boarder off balance. You've got to act fast to avoid falling.

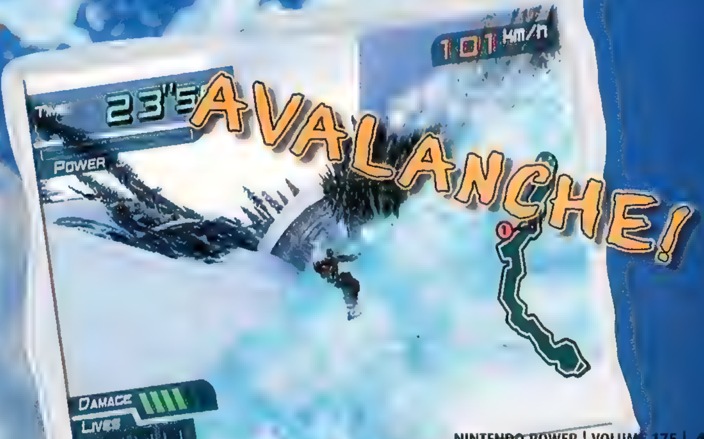

TIME 0'34"75
65 km/h
2ND
POWER
DAMAGE
LIVES

After a big spill, you'll be shrouded in a blanket of snow. Shake it off!


BOARDWALK BREAKS!

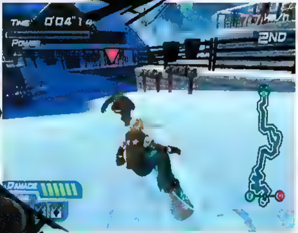

TIME 0'33"81
82 km/h
2ND
POWER
DAMAGE
LIVES
TIME 0'34"11
80 km/h
2ND
POWER
DAMAGE
LIVES

Pulling off dazzling moves fills your power meter. When the meter tops out, you'll be invincible—ready to take on competitors and recover quickly from bad breaks.

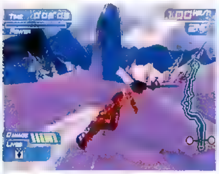

TIME
23'5
101 km/h
POWER
DAMAGE
LIVES
AVALANCHE!

MATCH RACE MADNESS

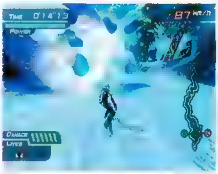
The game's primary single-player mode lays out 15 matches in three divisions—Novice, Hard and Expert. You'll face a computer-controlled boarder in matches that lead up to the ultimate challenge run in each division—a finale between just you and the mountain. If you make it to the finish line before time runs out, you'll move on to the next division. Novice matches are short-to-medium-sized runs on the types of courses that you would expect to see at a ski resort. Hard matches branch off from resort tracks to more extreme areas where most boarders fear to tread. In Expert matches, anything goes. The courses range from a snowbound city to a blizzard-blasted trainyard. The challenge runs at the end of each division cut through avalanche territory.



Match races are neck-and-neck battles between two masters. Expect an intense challenge and a lot of lead changes.



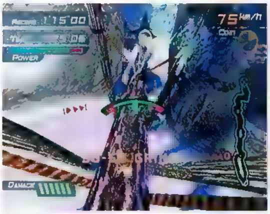
The last match race in the Expert division will pit you against an alternate version of your own boarder!



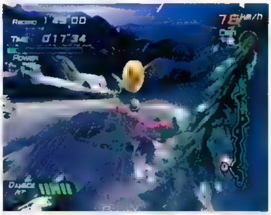
Watch for falling rocks and snow. As you make your way through the divisions, the avalanches become more intense.

TIME-TRIAL TRYOUTS

The best way to learn the ins and outs of Match Race courses is through time trials. You can select all but the final course in every unlocked division. As you explore side alleys, shortcuts and out-of-the-way ridges, you'll discover hidden coin pieces. There are five fragments scattered throughout each course. If you collect all of a course's coin pieces during a single run, you'll get credit for a complete coin. The more coins you collect, the more boards you'll unlock.



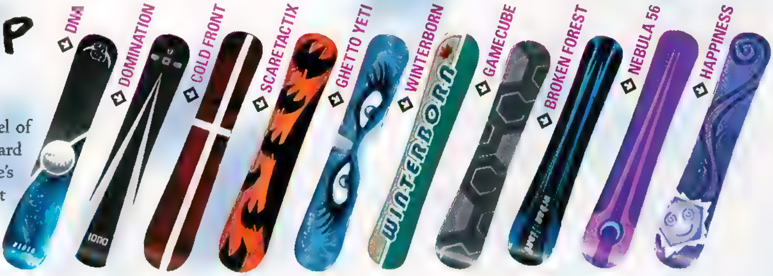
Before you delve into Match Race mode, learn the turns and obstacles of the courses in Time Trial mode.



By finding coin fragments, you'll move closer to having a full collection of coins and boards.

BEAUCOUP BOARDS

Every time you unlock a level of boards, you'll make a new board available for each of the game's five pros. The boards are great to look at, and they add to your character's stats.



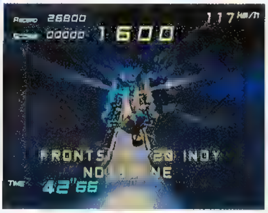
GATE-CRASHIN' FOR TROPHIES

Like Time Trial mode, Gate Challenge mode gives you a new way to run through Match Race courses—guiding you through some lesser-known passages by having you ride through clearly marked gates. A red arrow floats above the next gate you'll pass through. A yellow arrow floats above the gate after that. If you stick your landings and thread the gates, you'll have a good chance at earning the course trophy. A big trophy collection will unlock a series of seriously cool novelty boards.

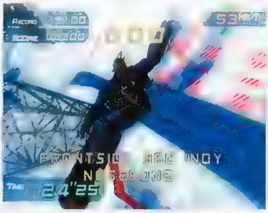
RECORD 21083
SCORE 04500
9'10
BIG AIR!

TRICKED-OUT TRIALS

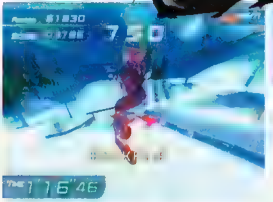
Your trick-executing skills will come to the forefront in Trick Attack mode. Three custom courses test your ability to twist, grab, flip and railslide. The longer you hold a trick, the more points you'll make. Once you master every sick trick in the book, you'll be ready to challenge the twisted top scores for each course. Two of the courses—Air Make and Half Pipe—debuted in 1080° Snowboarding. The third course—Terrain Park—is all new for Avalanche.



The Air Make course is one big ramp. Fly off it to experience the thrill of victory or the agony of defeat.



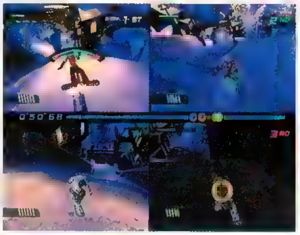
As the name suggests, the Half Pipe course is a half-pipe, with short drops between sections.

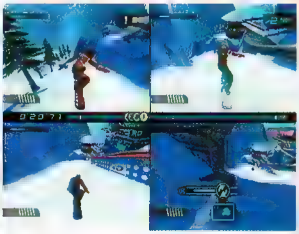


Terrain Park is a long series of ramps, rails and half-pipe segments.

THE ULTIMATE BOARD PARTY

Amazing graphics, physics, play control and multiplayer action, too—up to four players can participate in split-screen or LAN sessions on six of the game's coolest courses. Crank up the game's rocking tunes (brought to you by Seether, Finger Eleven, Boysetsfire, Cauterize and NST's house bands) and start sliding.





NINTENDO POWER'S GIVING AWAY AN AVALANCHE OF SKI CAPS

1080°
AVALANCHE

1080°: Avalanche is rumbling toward the Nintendo GameCube. To celebrate, we're giving away 1,080 ski caps designed for 1080°: Avalanche, absolutely free—no shipping, no handling! Send a 3.5" x 5" card with your name, address, phone number and the words "1080°: Avalanche" to the address below for your chance to claim a cap. We'll send caps to the first 1,080 respondents (maximum one per household)!

Nintendo Power
1080°: Avalanche Giveaway
P.O. Box 97063
Redmond, WA 98073-9763

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The first one thousand eighty (1,080) eligible entries received by Sponsor will receive a 1080° Ski Cap (approximate retail value. $15). Limit one prize per household. Odds of receiving a prize depend on the total number of eligible entries. Many will enter, a total of one thousand eighty (1,080) will receive a prize. Sponsor is not responsible for. (a) late, lost, illegible or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. Sponsor will attempt to notify entrants by mail by 1/20/04. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will be awarded to the next eligible entrant. Unless prohibited by law, each entrant that receives a Prize consents to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. For a copy of these rules, or (after 1/20/04) a list of entrants that received a prize, send your request to the address above. Vermont residents may omit return postage. Taxes are entrant's sole responsibility. Prizes to minors will be given to a parent/legal guardian on their behalf. By entering, you (and if you are a minor, your parents or legal guardians) release Sponsor and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the giveaway or any prize (including those related to personal injury, death, damage to property, and rights to publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the giveaway at any time if causes beyond Sponsor's control affect the administration of the giveaway or Sponsor otherwise becomes (in its sole discretion) incapable of running the giveaway as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All giveaway materials are Copyright 2003, 2004 by Nintendo of America Inc. Sponsor is Nintendo of America Inc., Redmond, Washington.

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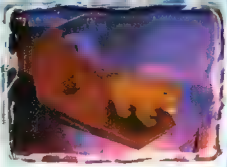
FUR-ocious friends face off against the wilds in these action-packed, wilderness adventures of brotherhood and discovery. Confront the chilling thrills of the frosty tundra, fiery fun of the Valley of Fire and many other wild locales!



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PC CD-ROM

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GAME BOY ADVANCE

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SEGA'S BLUE HEDGEHOG RETURNS TO HIS ACTION ROOTS AND BRINGS THE WHOLE GANG ALONG FOR A SUPERSONIC ROMP ON NINTENDO GAMECUBE.

SONIC HEROES™

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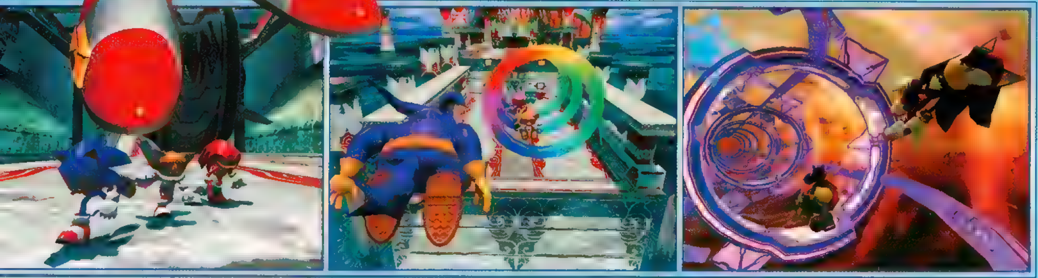
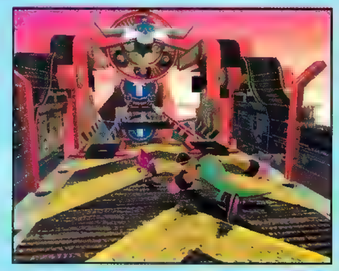


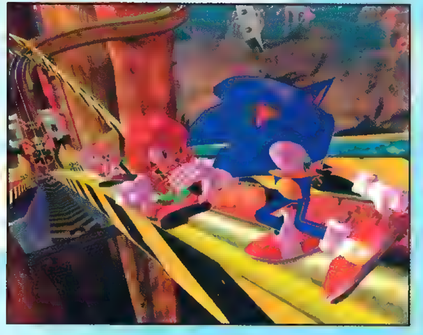
SONIC BOOM!

Sonic has already established a significant presence on GCN, but Sonic Heroes marks his first entirely new game on the console (the Sonic Adventure titles were originally developed for Sega Dreamcast). That alone is cause for celebration, but what's even more exciting are the innovations that director Takashi Iizuka and his team are introducing without compromising the franchise's legendary breakneck speeds. They've created a gameplay experience that's unlike anything we've played before, yet evokes fond memories of the hedgehog's 16-bit heyday with a focus on action. Sonic fans, this is the game you've been waiting for.

LOOKIN' GOOD

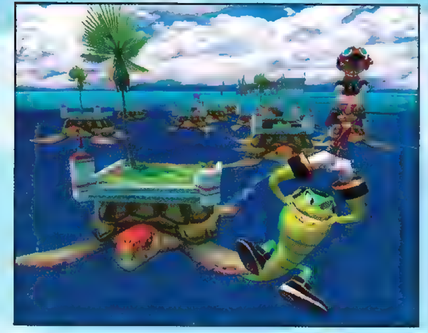
Though Sonic Adventure DX: Director's Cut and Sonic Adventure 2: Battle received a bit of visual polish before making the trip to GCN, both games look slightly outdated compared to their next-gen contemporaries. Not so with Sonic Heroes. As Iizuka explains in our interview, Heroes is running on a new game engine, and the results are amazing. You'll speed through massive, breathtaking environments that feature complex architecture and unparalleled texture quality. It's a graphical tour de force that shows what SonicTeam is capable of when it builds a game for GCN from the ground up.





SONIC TEAMS

Sometimes one hero just isn't enough to get the job done. In Sonic Heroes, you'll choose a team of three critters to go up against the nefarious Dr. Eggman and his army of robots. Your team's formation and abilities change depending on which character you put in the lead (you can cycle them on the fly with the X and Y Buttons). Each team consists of a speed character, a power character and a flying character. There are some differences between the teams, however. For example, Team Chaotix's speedster, Espio the Chameleon, can temporarily blend in with the environment to turn invisible—something no other character in the game can do. The stages vary slightly to take advantage of such unique abilities, and each team follows a different storyline, giving the game considerable replay value.

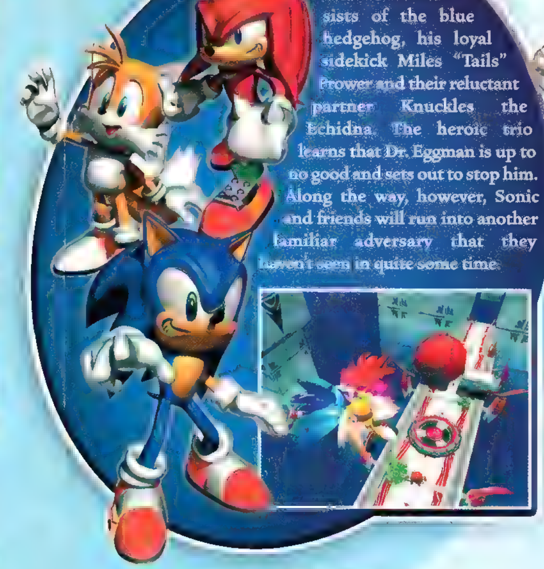


MULTIPLAYER MODES

And if four divergent storylines aren't enough to satisfy your Sonic appetite, Heroes features a slew of multiplayer modes (eight, to be exact). You and a friend can race through a stage on foot, battle it out atop a skyscraper or even hop in a pair of go-carts. Incredibly, the action moves every bit as fast as it does in the single-player story mode.

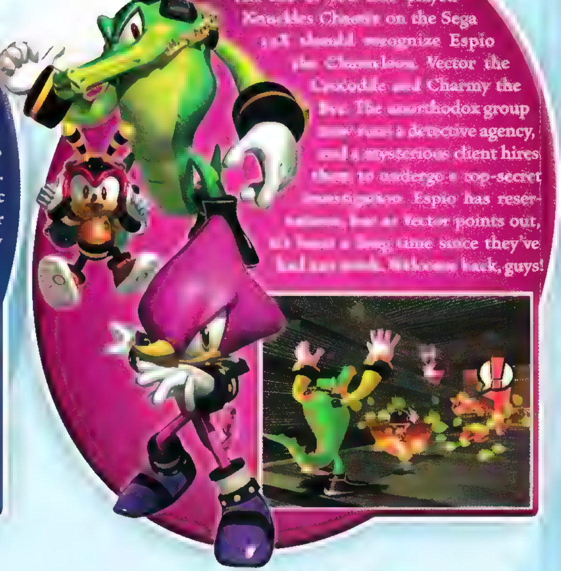
Like Billy Hatcher before it, Sonic Heroes's multiplayer modes are surprisingly fun.

TEAM SONIC



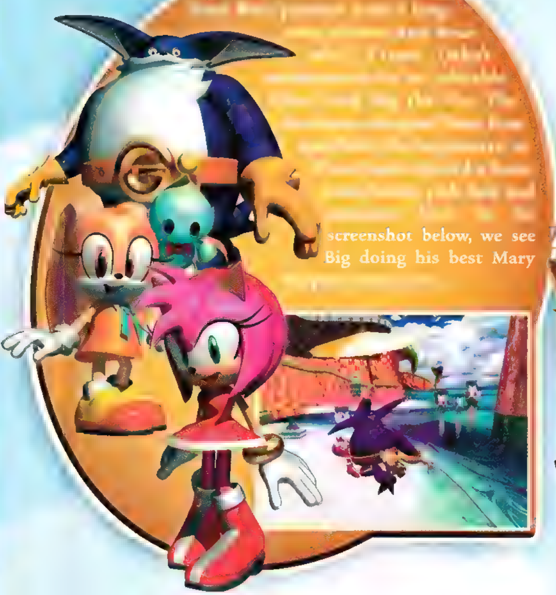
Team Sonic consists of the blue hedgehog, his loyal sidekick Miles "Tails" Prower and their reluctant partner Knuckles the Echidna. The heroic trio learns that Dr. Eggman is up to no good and sets out to stop him. Along the way, however, Sonic and friends will run into another familiar adversary that they haven't seen in quite some time.

TEAM CHAOTIX



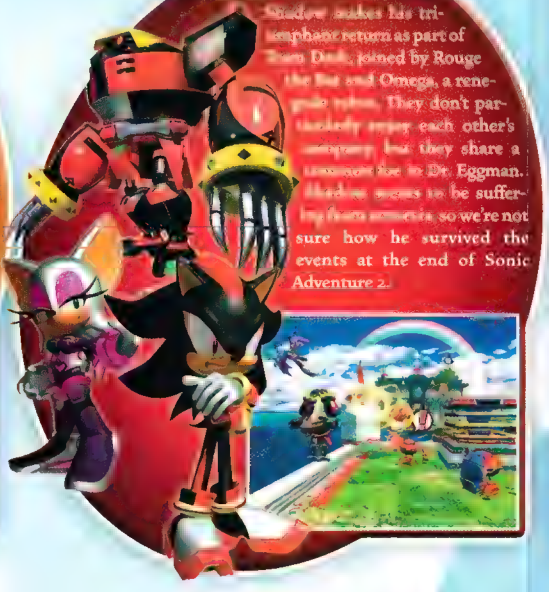
The few of you who played Knuckles Chaotix on the Sega 32X should recognize Espio the Chameleon, Vector the Crocodile and Charmy the Bee. The unorthodox group now runs a detective agency, and a mysterious client hires them to undergo a top-secret investigation. Espio has reservations, but as Vector points out, it's been a long time since they've had any work. Welcome back, guys!

TEAM ROSE



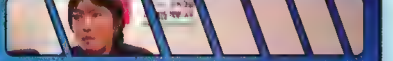
[illegible] screenshot below, we see Big doing his best Mary [illegible]

TEAM DARK



Shadow makes his triumphant return as part of Team Dark, joined by Rouge the Bat and Omega, a renegade robot. They don't particularly enjoy each other's company, but they share a common foe in Dr. Eggman. Shadow seems to be suffering from amnesia, so we're not sure how he survived the events at the end of Sonic Adventure 2.

TAKASHI IIZUKA Q&A



TAKASHI IIZUKA MAY NOT BE AS WELL KNOWN AS SONICTEAM PRESIDENT YUJI NAKA, BUT HE'S WORKED ON SOME OF THE DEVELOPER'S GREATEST GAMES, INCLUDING SONIC THE HEDGEHOG 3, SONIC & KNUCKLES, NiGHTS INTO DREAMS, SONIC R AND BOTH SONIC ADVENTURE TITLES. HE RECENTLY TOOK A BREAK FROM PUTTING THE FINISHING TOUCHES ON SONIC HEROES TO ANSWER A FEW QUESTIONS FOR US.

Nintendo Power: How long has Sonic Heroes been in development?
Takashi Iizuka: From the onset of the design phase to the current development, it's been almost [illegible] months... wow, time sure flies!

NP: How many people are working on the game and what other titles have they worked on in the past?
TI: We currently have [illegible] team members working on Sonic Heroes here at the San Francisco campus, all of which have worked exclusively on the Sonic Adventure series.

NP: Sonic Heroes seems to mark a return to the fast-paced, action-oriented gameplay of the original Sonic games. What made you decide to move away from the Sonic Adventure style of game?
TI: I thought it would be more interesting to bring back Sonic's fast-paced action-oriented gameplay, which has been a benchmark for our hero. This was especially important since we will hopefully reach new fans who have never played Sonic before. I am excited and hope that both our old fans as well as our new fans will enjoy Sonic Heroes.

NP: Where did the idea for the team-oriented gameplay originate?
TI: I wanted to create a brand-new series for Sonic rather than just creating an Adventure sequel. Unlike Sonic Adventure 2: Battle, where each character has its own storyline and purpose, I felt it would be more interesting to see a storyline that had all three characters combine forces to overcome a greater challenge. This concept spawned the idea of team action. Not only is the player catapulted into a separate team storyline, but you can switch between characters in real time to defeat the enemies and clear each action stage. I think it's a new dynamic approach for Sonic and his friends that we hope you will love.

NP: The game looks amazing. Is it running on a new game engine?
TI: Yes, we currently are using a new game engine to drive Sonic Heroes. We've been able to utilize a new render engine that allows us to push more polygons, thus giving our games more brilliant and richer environments and character actions.

NP: It's great to see some of the characters from Knuckles Chaotix again. What made you decide to bring them back?
TI: I thought it would be great to introduce characters that were both unique both in stature and personality into Sonic's 3-D world. Not only are Espio, Charmy and Vector physically and proportionally unique compared to the other characters in Sonic's universe, but they also have their own special personalities, which adds to the team variety. It's been really fun bringing Espio, Charmy and Vector back, and we hope our fans will enjoy them as much as we do!

NP: Will there be a Chao Garden or any other A-Life elements in the game?
TI: The Chao Garden was a core feature of the Sonic Adventure series. We initially created the A-Life system (raising Chao) for the beginner player that was new to the action game genre. We felt that we wanted to give these players an alternative gameplay mechanism so that they could have fun while learning the more intense action-based stages. In Sonic Heroes, we have designed Team Rose specifically for the same reason. This team has been tuned to be very easy to pick up and play, even for the beginner new to the action genre.

NP: Many of SonicTeam's previous GCN titles have included hidden classics that the player could unlock. Will Sonic Heroes include any such bonuses (Sonic CD, perhaps)?
TI: We have created [illegible] and separate team storylines that are sure to satisfy all Sonic fans. As you play through the game, you will find many surprises and secrets along the way.

NP: What are some of the most important things you've learned about game development over the course of your career? Do you approach development differently now from when you first started out?
TI: Today's games are composed of a variety of unique and rich media, including sound, graphics, story and gameplay mechanics. In creating really fun games, the most important thing to remember is that the interactivity between the player and what's happening on-screen is paramount. Without this, all of the creativity we pour into our titles can never be fully experienced, and this has always been a benchmark for all of our Sonic titles. The game has to look and sound great, but most importantly be really fun to play.

When I first started designing games back in the [Sega] Genesis days, our main focus was creating something new and fun to play. We didn't really have to worry about how it looked on-screen; as long as it was fun to play, we made it. With today's powerful platforms and the richness of all the media used in creating 3-D games, it's become more complex and challenging to balance all of these to create a fundamentally new and fun experience.

NP: Are there any games or game developers that have inspired you over the years or that you're particularly fond of?
TI: When I joined Sega, over 10 years ago, I came straight out of college and joined the SonicTeam. I worked closely with Yuji Naka in the U.S., where my first real work was designing levels for Sonic 2. As part of the SonicTeam, Naka-san has always been an inspiration for me, as I base what I know about game design on what I learned from him. He is a very brilliant producer and has great knowledge of how to make great games.

NP: When we asked Yuji Naka about the possibility of a sequel to NiGHTS into Dreams, he said that he is always thinking about it. You were the lead designer for that game. Would you like to reexplore the franchise at some point?
TI: Having been the lead designer for NiGHTS, it will always have a special place in my heart and I often find myself thinking what if.... I would love to give the world a sequel of NiGHTS ... maybe someday I will.

NP: Thank you so much for your time. Any parting words for our readers?
TI: I've spent nearly a decade creating Sonic and what a fantastic journey it's been. Along the way, I've learned a great deal from our fans. What they like, what they don't, what they like to see in our games and it's all had an impact on me. So much that I've tried to pull it all together and give our fans the best Sonic game I thought possible in Sonic Heroes. It's my wish that you all find Sonic Heroes as fun to play as I do!

HEROES WANTED

Sonic Heroes is slated for release in early January, mere months after the arrival of Sega's other platforming masterpiece, Billy Hatcher and the Giant Egg. Fans of the franchise who were turned off by the treasure hunting and ocassionally slower pace of the Sonic Adventure titles will be ecstatic with the renewed concentration on high-speed action. And for those of you who have never played a Sonic game before, there's no time like the present to find out what all the fuss is about. The hedgehog's latest is fast, beautiful and surprisingly deep. It's SonicTeam—one of the industry's greatest development houses—at its absolute best. Next year can't come quickly enough. 🍄

SONIC HEROES™
TEAM ROSE
TEAM SONIC
TEAM CHAOTIX
TEAM DARK
SEGA
SONIC TEAM
NINTENDO POWER

There are some individuals who would prefer that we not publish a game like Go! Go! Hypergrind.

Let them vent.

"Do you like skating? If you do then Go! Go! Hypergrind should rocket to the top of your "Must buy" list. You won't be disappointed."
- Nintendophiles

Skate as one of 12 crazy, cool competitors, designed by SPUMCO, the world-famous animation studio responsible for The Ren & Stimpy Show and The Ripping Friends!

"Go! Go! Hypergrind is fast, fun, kooky, and it looks great."
- IGN.com

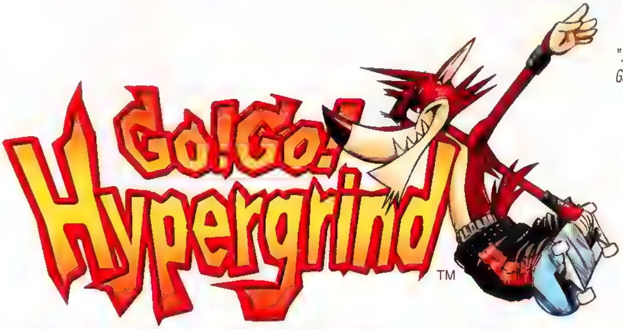
Compete in a multitude of head-to-head multiplayer modes such as Push, Race and Battle!

Use the new "Negative Reaction" system to score insane points and begin your rise to stardom! Chain multiple Negative Reactions together with normal tricks for insane combination points!

Powerful graphics engine allows for real-time character deformation. The wacky, cel-shaded skateboarders can be subjected to numerous humiliations, such as being set on fire, flattened and covered in caca!

"...your ticket to many nights of great gaming."
- NintendoInsider.com

"...absolutely insane..." - GamesAreFun.com



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TEEN
T
Crude Humor
Suggestive Themes
Violence
ESRB CONTENT RATING www.esrb.org

DOLBY DIGITAL PRO LOGIC II

NINTENDO GAMECUBE.

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Live action has never been so animated.
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(s03)

Together, their odds aren't much better.

Five huge locations

Outrageous costumes

Fun mini-games

Find the Blue Monkey Diamond before the evil ACME Corporation does. The fate of the world rests in your hands...er, paws... um... wings? Whatever.

LOONEY TUNES
BACK IN ACTION

PlayStation 2

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Last month, we got you up to speed on Kirby Air Ride's main vehicles. This month, NP motors into KAR's three games to help you fight giant birds, steal from thieves, unlock the Dragoon and nail more of the 360 challenges!

EVERYONE E CONTENT RATED BY ESRB — Mild Cartoon Violence

Kirby™ AIR RIDE

©2003 HAL Laboratory, Inc./Nintendo

Air Ride

In Volume 174, we revealed which of Air Ride's hidden tasks you needed to complete to unlock 15 vehicles. This month, we're blowing the lid off Air Ride's hidden race course, Nebula Belt. Unlock the difficult cosmic course by doing 100 laps over many races.

Unlike the other Air Ride courses, which meander and spiral, Nebula Belt has long straightaways and random-ability-granting pads on each stretch. Get ahead of the pack by using the Rex Wheelie, Swerve Star or Formula Star.

City Trial

[illegible]

City Trial

In City Trial mode, you and your rivals will forage and fight for vehicle bodies and power-ups strewn throughout a city, then compete in a random stadium challenge.

Stadium

After you've unlocked one of many challenges in City Trial mode, you can skip the city-searching part and go directly to the stadium challenge of your choice.

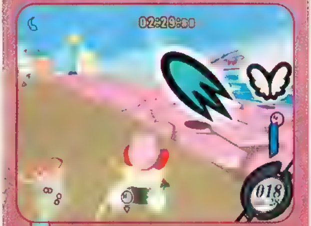
Free Run

In Free Run, you'll dispense with the stadium challenge and explore the city to your heart's content. It's a great way to learn the landscape's many secrets.

BUILD AND BATTLE

[illegible]

First: Build a Vehicle

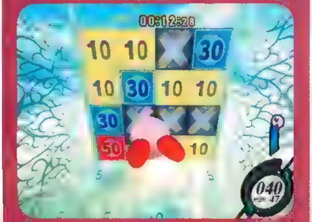


[illegible] Compact Star. [illegible] Winged Star or other machines [illegible] collect power-ups that [illegible]

Second: Eye Your Ride

After [illegible] building rampage, you can see how your final vehicle's stats stack up against [illegible] Air Ride machines.

Third: Face a Stadium

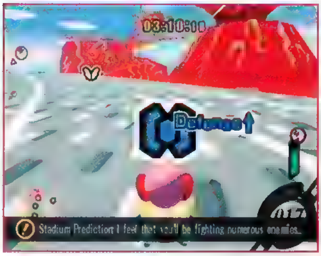


In the example above, we stuck with the Compact Star and pumped up its Boost and Glide stats. The risk paid off; it was perfect for the Target Flight stadium.

ENGINEER A WICKED RIDE

In the rush to build the perfect Air Ride machine, you'll comb the city and clash with your rivals as you search for new vehicle bodies and power-ups. The urban hunt is just as much of a competition as the stadium challenge that follows, so grab ability power-ups and sabotage your rivals before they get too far ahead in their own ride-crafting mission.

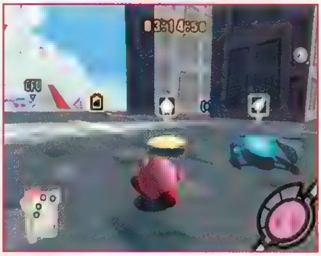
Power-ups and Predictions



Stadium Prediction: I feel that you'll be fighting numerous enemies.

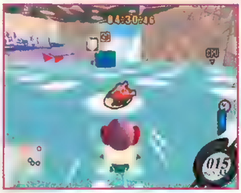
The power-ups you collect will transfer to any vehicle you switch to. You can find the stat-boosters by smashing boxes and battering them out of rival vehicles. If a prediction hints what the stadium will be, use the info to change your vehicle strategy if necessary.

Vehicle Trade-In



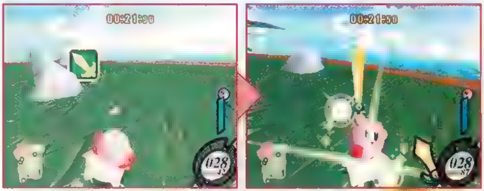
The Compact Star is an average vehicle—a good base to work from, given that you don't know which stadium you'll enter. If you discover a vehicle in the city that complements your power-up collection, hop off your vehicle and jump onto the new ride.

Food for Aggressive Thought



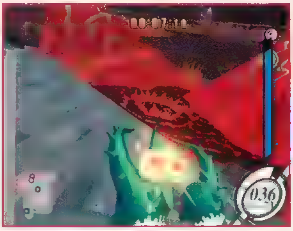
If the vehicle you're driving loses all of its hit points, it'll explode and your power-ups will scatter everywhere. Protect yourself by collecting restorative food and drink. Destroying your rivals' rides is a great way to glut yourself on power-ups. Search for temporary power-ups that boost your attack or grant invulnerability before you take on the competition.

Cut Out the Middle Man

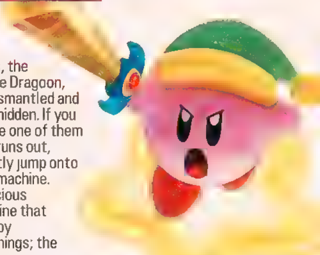


In the Air Ride game, you gulped enemies to copy their abilities for use against rivals. In City Trial, getting abilities is much easier—you'll acquire them from power-ups. You'll find several abilities in City Trial only: Panic Spin, Sensor Bomb and Gold Spike.

Ultimate Rides: Hydra and Dragoon



Two vehicles, the Hydra and the Dragoon, have been dismantled and their pieces hidden. If you can assemble one of them before time runs out, you'll instantly jump onto the Air Ride machine. Hydra is a vicious attack machine that gains speed by destroying things; the beautiful Dragoon soars majestically.



KEYS TO THE CITY

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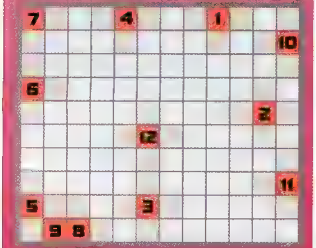


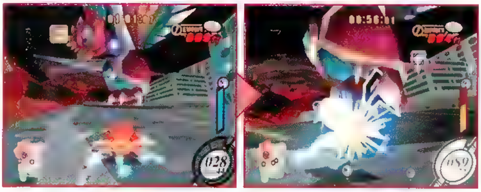
Whenever you complete a hidden task, one of the checklist spots will fill in. Orange squares indicate that you've unlocked a feature. Gray squares appear to the sides of the orange ones—each gray square exposes a hidden task so you can pursue its completion. Use Records mode to evaluate your progress on City Trial's checklist.

SERIOUS URBAN BRAWL

You can unlock some of the 120 City Trial tasks only by playing City Trial mode. You never know what's going to happen during a city run, so you may need to play the mode repeatedly to witness some of the city's rare events, such as flying-saucer invasions and meteor strikes. Some tasks relate to city landmarks, so you can do them at any time.

1 FREE CHECK

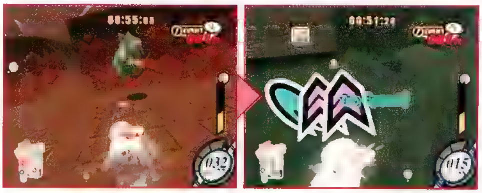
City Trial: Get trampled by Dyna Blade.



Dyna Blade will fly into the city on rare occasions. You'll see its landing spot on the radar. Position yourself under the falling bird. If it lands on you, you'll get a purple check to place on the checklist in any spot you'd like—great for tasks that you can't complete no matter how you try.

2 SOUND TEST

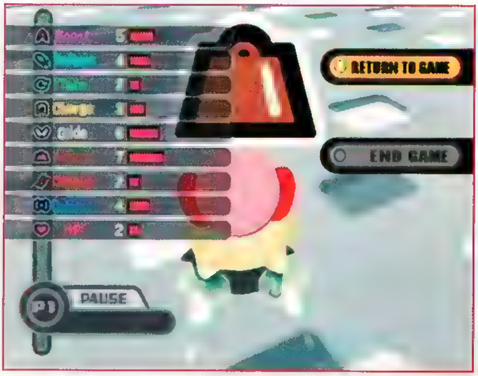
City Trial: Steal nine or more items from Tac.



Once in a blue moon, Tac the thief will enter the city. Follow the radar to find him, then strike him repeatedly to jar power-ups out of his bag. If you collect nine or more items, you'll unlock the Tac Challenge music—one of many themes you can listen to in the Sound menu.

3 POWER-UP DISPLAY

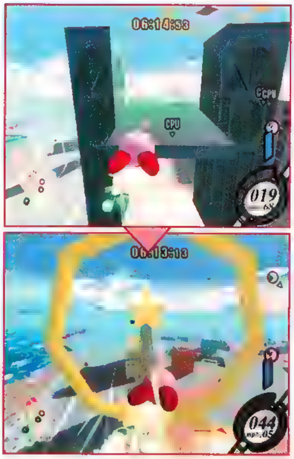
City Trial: Pick up 500 items or more.



You can't evaluate power-up totals until the time limit is up, so you'll have to keep track of it in your head—very distracting when you're trying to fend off rivals. After you collect 500 power-ups (over the span of many games), you'll unlock a tally screen that pops up when you pause the action.

4 FREE CHECK

City Trial: Break the Star Pole 10 times.



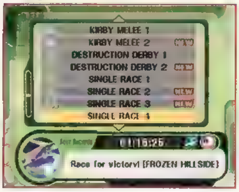
To reach the Star Pole, the star at the top of one of the buildings, develop a vehicle with strong gliding power then use a transport pod to boost your kart to the top of a skyscraper. Glide to the building that has the high elevated platform (shown in the top screenshot) and point yourself at the star. Power up a boost then launch yourself at the star. If you strike it, it will shatter into a shower of power-ups. Hit it 10 times over many City Trial runs to unlock a second purple check mark to place on the checklist.

INTO THE STADIUMS

To complete some tasks, you'll need to do well in stadium competitions. You can skip the city and enter a specific stadium via Stadium mode, but you may do better if you build a stellar vehicle first in City Trial mode. You can change City Trial's settings to limit the random stadiums to a category (like Destruction Derby).

5 NEBULA BELT

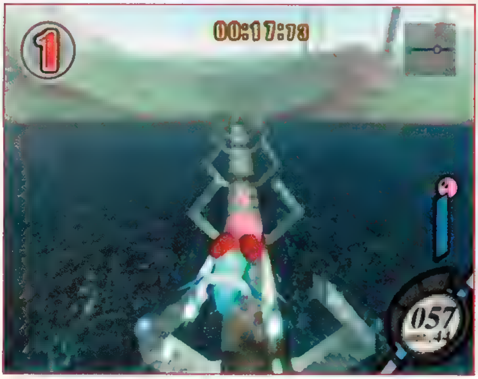
Play in 11 Stadium modes.


KIRBY MELEE 1
KIRBY MELEE 2
DESTRUCTION DERBY 1
DESTRUCTION DERBY 2
SINGLE RACE 1
SINGLE RACE 2
SINGLE RACE 3
SINGLE RACE 4
Race for victory! [FROZEN HILLSIDE]

Every time you play a City Trial-mode game, you'll enter a random stadium, which will help you reach your 11-stadium goal. In addition, some stadiums unlock after you do well in a related battle. For example, you can unlock Destruction Derby 3 by knocking out 10 or more rivals in Destruction Derby 2. After you play in 11 different modes, you'll unlock the Nebula Belt stadium challenge.

6 DRAG RACE 4

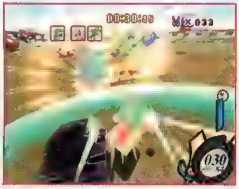
Finish Drag Race 3 under 00:27:00.



You can unlock the Drag Race 4 stadium by achieving a 27-second time on Drag Race 3. While you'll be hard-pressed to hit the goal with most Air Ride machines, you'll find it a breeze with the Formula Star. Avoid hitting the borders and press A on each of the dash panels to finish quickly.

11 KIRBY MELEE 2

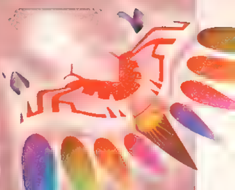
KO 75 enemies in one game of Kirby Melee 1.



In a Kirby Melee stadium, you'll be trapped with dozens of enemies. To unlock Kirby Melee 2, you'll need to destroy 75 foes within a short time. Select the Swerve Star. With it, you can redirect and launch yourself quickly to a crowded part of the field. Use the Sword Kirby ability whenever it's available—its power will cut through a group of foes the most quickly.

7 DRAGOON

Get Dragoon Parts A, B and C on the checklist.



[illegible]

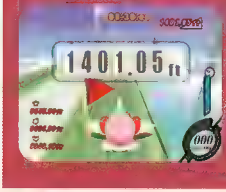
8 Part A

[illegible]

9 Part B

[illegible] City Trial-mode run. Hop onto a vehicle that soars well and use the transport pads to reach the tops of skyscrapers, then launch yourself through nearby rings. You'll have plenty of time [illegible]

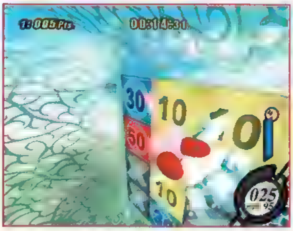
10 Part C



[illegible] you'll need to fly 1,300 feet or more in the Air Glider challenge. Again, don't skip the city search: you'll need to collect 10 or more Glide power-ups plus a Winged Star to [illegible]

12 SOUND TEST

Stay aloft more than 15 seconds in Target Flight.

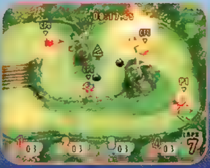


In Target Flight, you'll race down a slope to gain enough speed to soar toward the point grid at the far end of the stadium. To unlock the Target Flight theme in the Sound menu, you must stay in the air for longer than 15 seconds. You can dive directly into Stadium mode with the Winged Star to beat the task. Avoid hitting the grid, and turn back toward the slope to prolong flight time.

Top Ride

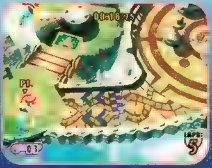
Kirby Air Ride feels, plays and sounds a lot like Super Smash Bros. Melee. And with good reason: KAR was made by SSBM's creative team. Top Ride is where the similarities shine. It's easy to pick up, totally addictive and—best of all—a hilarious multiplayer game.

Top Ride



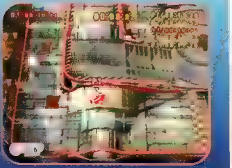
In Top Ride mode, you'll race on courses that you'll see from above. Instead of copying abilities, you'll pick up SSBM-style weapons like the buzz saw.

Time Attack



In Time Attack, you'll race solo as you try to beat your best five-lap time on one of the seven Top Ride courses.

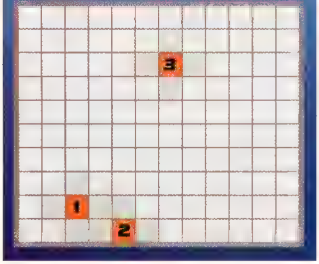
Free Run



In Free Run, you'll race on your own to squeeze milliseconds out of your track attacks and score the best one-lap time.

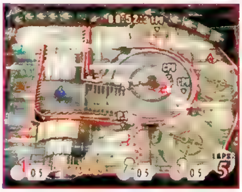
3 DOWN, 117 TO GO

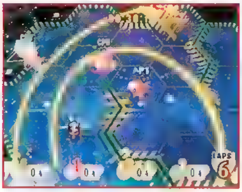
Top Ride has 120 more hidden tasks that encourage you to keep hitting the tracks. Many tasks unlock new features—we'll help you nail three of them.



1 WHITE KIRBY

Top Ride: Place first by five seconds on the Metal course.

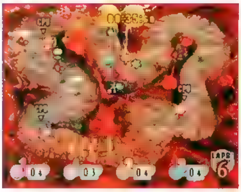


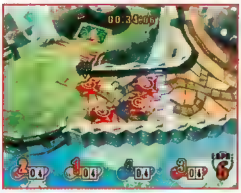


To unlock a white-tinted Kirby, you'll need to claim first place with a time that's five seconds better than the second-place racer's. Use your boost to round every bend. On the lower-left turn, boost as you cross the uppermost gear to gain an extra-strong surge.

2 NEW ITEM: WHO? PAINT

Collect 500 items.

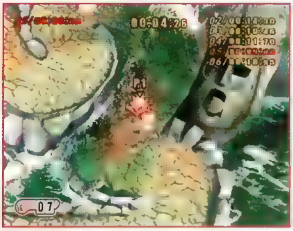




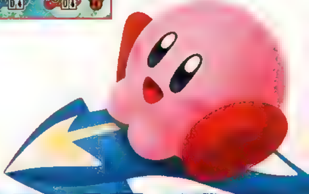
You can unlock new items and weapons by completing some hidden tasks. To unlock the Who? Paint—which you can use to sabotage your rivals—you'll need to collect and use 500 items over many Top Ride competitions.

3 SIDE CAMERA ANGLE

Free Run: Do one Water lap under 00:10:50.



In Free Run, you won't be antagonized by rivals or distracted by items dropping onto the course. Focus on boosting your vehicle around every bend as tightly as possible. You'll need to achieve a time faster than 00:10:50 to unlock a new camera angle that can make Top Ride more of a from-the-side ride.



SMASH OF THE YEAR

It's hard to imagine exactly how big Kirby Air Ride is, but here's a quick rundown: Air Ride has nine huge courses and 16 vehicles. Top Ride makes even more mayhem on seven extra tracks. City Trial features an ever-changing city, many stadiums and an *infinite* variety of vehicles. Adding the 360 hidden tasks spread among all three games might make Kirby Air Ride the biggest game of 2003—Kirby fans, rejoice!

WHOA, WHAT IS THAT?
PRESS START
PRESS START

NO TURTLES WERE HARMED IN THE MAKING OF THIS GAME.

(THAT PART COMES WHEN YOU PLAY IT.)

In the Teenage Mutant Ninja Turtles™ Video Game, you'll discover that there's trouble around every corner. Whether you're playing your favorite Turtle in Story mode or going head-to-head with a neighborhood knucklehead in Vs. mode, it will take all your butt-kickin' ninja skills to stay out of harm's way.

PlayStation 2

XBOX

NINTENDO GAMECUBE

GAME BOY ADVANCE

PC CD ROM

EVERYONE
E
Violence
ESRB CONTENT RATING www.esrb.org

TEENAGE MUTANT NINJA TURTLES

KONAMI
www.konami.com/usa

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IN MY QUEST
FOR REDEMPTION
NOT EVEN MY
DEATH
TEEN
T
CONTENT RATED BY
ESRB
Blood
Violence
Suggestive Themes
PC
CD-ROM
SOFTWARE
XBOX
NINTENDO GAMECUBE
PlayStation.2
GAME BOY ADVANCE

DECEIVED BY A TREACHEROUS VIZIER, I WAS LED TO UNLEASH THE DARK POWERS OF THE SANDS OF TIME UPON THE SULTAN'S KINGDOM. NOW, AS DARKNESS CONSUMES ALL IN IT'S PATH, MY SPEED, AGILITY AND SKILL AS A WARRIOR ARE NOT ENOUGH. I MUST LEARN TO COMMAND THE SANDS TO SLOW, FREEZE, ACCELERATE, AND EVEN REVERSE TIME ITSELF. IF I FAIL TO UNDO MY FATAL MISTAKE, ALL SHALL PERISH WITH ME.

MINE IS A FIGHT FOR SURVIVAL...NOT GLORY.

[illegible]nceofpersiagame.com

PRINCE OF PERSIA
THE SANDS OF TIME
CAN STOP ME
"INSPIRED, GORGEOUS, AND SMOOTH - WE'RE SOLD."
-ELECTRONIC GAMING MONTHLY
UBISOFT

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

GOLFER SELECT
PLAYER 1

TIGER WOODS PGA TOUR 2004
UNLOCK GOLFERS—PAGE 64

In continuing coverage of Soul Calibur II, we give you tips on winning matches with the lumbering giants at your disposal and with fighters who are capable of long-range attacks. We also reveal codes for two very different driving games, and for a game in which you use a driver.

- DISNEY'S THE HAUNTED MANSION GCN
- FREAKY FLYERS GCN
- FREESTYLE METAL X GCN
- THE SIMPSONS: HIT & RUN GCN
- SOUL CALIBUR II GCN
- TIGER WOODS PGA TOUR 2004 GCN
- TOP GEAR RALLY GBA

FREESTYLE METAL X

GCN

METAL X-TRAS

UNLOCK RIDERS, BIKES, LEVELS, ROCKIN' TUNES AND MORE.

By showing off your freestyle skills, you can unlock all that Freestyle Metal X has to offer ... or you can cheat your way to glory. Select the Cheats entry in the Options menu, then enter any of the codes listed on this page, keeping in mind that all of them use lowercase letters. After you enter a valid cheat, the code will disappear and the cheat will take effect. If you enter an invalid cheat, the word "WRONG" will replace the incorrect code.

SOUND AND VISION

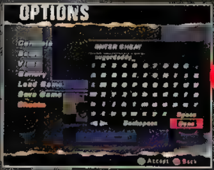
Three codes unlock all songs, posters and videos. You can select the five unlocked music tracks under the Juke Box entry in the Options/Sound menu. Access unlocked posters and videos from the Options/Gallery menu.

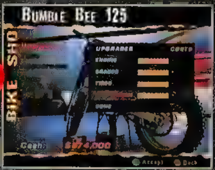
CODE	RESULT
hearall	UNLOCK ALL SONGS
seeall	UNLOCK ALL POSTERS
watchall	UNLOCK ALL VIDEOS

INSTANT CASH

A single code fills your coffers with cash immediately, allowing you to upgrade your bikes from the beginning.

CODE	RESULT
sugardaddy	EARN $1,000,000 FOR UPGRADES





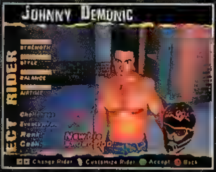
After you key in the sugardaddy code, select a bike for any event, then press X to enter the bike shop to upgrade your ride in four categories.

CODES

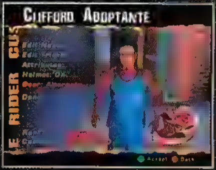
RIDERS AND WHEELS

The game begins with nine locked riders and nine locked bikes. Three codes give you access to all of the racers, their costumes, their rides and custom parts that you can find under the Appearance entry in the bike shop.

CODE	RESULT
dudemaster	UNLOCK ALL RIDERS AND BIKES
garageking	UNLOCK ALL BIKE PARTS
johnnye	UNLOCK ALL COSTUMES



Johnny Demonic is the ultimate rider. Use the dudemaster cheat to take advantage of his pumped-up stats.



The johnnye cheat unlocks every rider costume. Press X to customize your rider, then select the Gear entry.

TRICKS AND EVENTS

Your rider starts with 15 special trick slots. The fleximan cheat stretches that number to 31. You can view the button combos for each trick by selecting the Edit Trick entry in the paused menu.

CODE	RESULT
fleximan	UNLOCK ALL SPECIAL TRICK SLOTS
universe	UNLOCK ALL LEVELS AND EVENTS

HAVE IT ALL

You can unlock everything in one fell swoop with the ultimate cheat. Just enter "iwantitall."

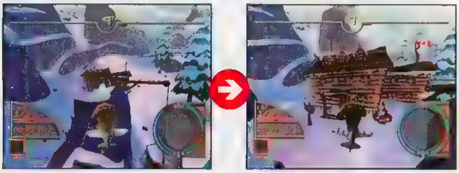
CODE	RESULT
iwantitall	UNLOCK EVERYTHING

FLYERS FOR HIRE

UNLOCK CHARACTERS BY PULLING OFF FREAKY STUNTS.

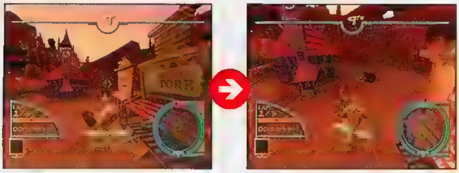
You can unlock some Freaky Flyers by shooting at particular targets and others by collecting tokens. This month, we're highlighting target shooting. Once you unlock the characters, you can select them in any game mode.

ANDRE LATOILETTE—BIGFOOT MOUNTAIN



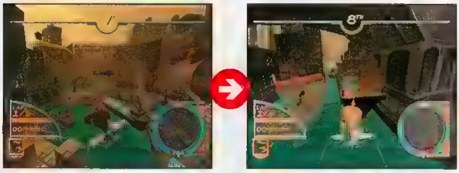
Head for the cabin on top of the precipice just past the starting line and fire at the snowman in the front yard. The snow will melt away and reveal Canadian ace Andre LaToilette.

CACTUS ROSE—COYOTE CANYON



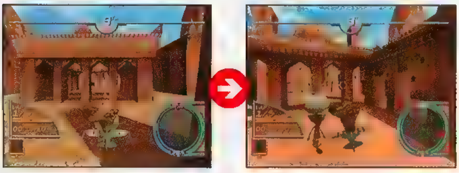
Veer to the right from the the start of the Coyote Canyon race and scream down the path between the OK Corral and the main street. You'll see Cactus Rose on the gallows. Target Rose to unlock the wild western flyer.

MARGARET BASHER—THUGSVILLE



After you get through the main city, you'll soar over a bridge. Bank left, dive toward the water, then turn around to view the ships under the bridge. One of the ships carries a crate that is decorated with a Union Jack. Hit the crate to unlock Margaret Basher.

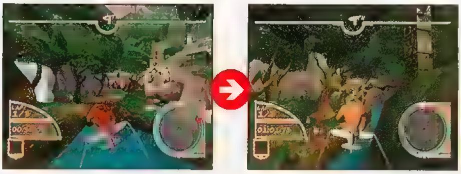
SHEIK ABDUL—CAVE OF BLUNDERS



Dive from the start and fly in a straight path close to the ground. When you reach the small town square, fire at the executioner to unlock Sheik Abdul.

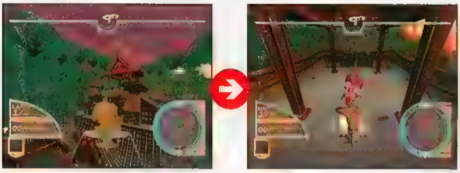
HIDDEN CHARACTER LOCATIONS

ISLAND JACK—DANGER ISLAND



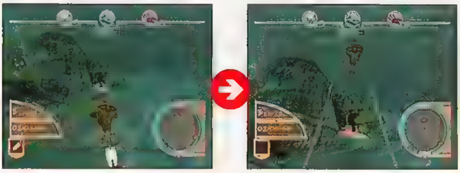
After you pass the giant monkey statue, fire on a huge cobra that hangs from a branch to unlock Island Jack.

SAMMY WASABI—MONSTER ISLE



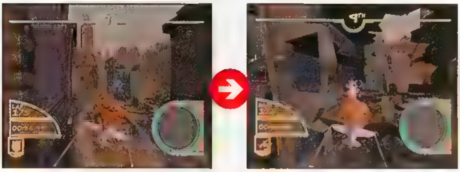
Fire at the ninja on the balcony of the large Japanese castle near the end of the course. Your shots will unlock Sammy Wasabi.

PROFESSOR GUTENTAAG—TORPEDO RUN



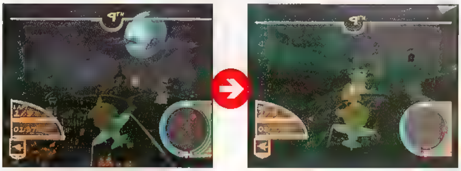
You'll find a yellow sub floating around a small island. Use two torpedoes to sink it. Your actions will unlock Professor Gutentaag.

MARCELS MORESO—BOMBSBURG



When the factory is in your sights, veer left into a bombed-out building and target Marcels Moreso to collect the brother-pilot team.

BARON VON SLAUGHTER—GRAVE DANGER



When you reach the cemetery, bank left, stay low to the ground and destroy Baron Von Slaughter's tombstone to unlock the undead pilot.

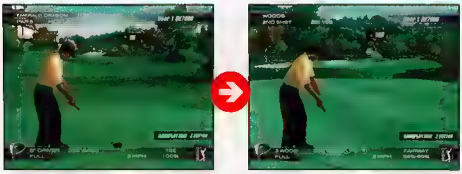
TIGER'S TOP TIER

UNLOCK DIFFICULT COURSES AND GOLFERS WHO ARE UP TO THE CHALLENGE. A strong showing in World Tour mode will unlock courses and golfers in Tiger Woods PGA Tour 2004, but cheating works, too. You'll find the password-entry interface in the Options menu. Enter any of the passwords listed below (noting that all letters are capital). Tiger will confirm the results by exclaiming "Oh, yeah!"

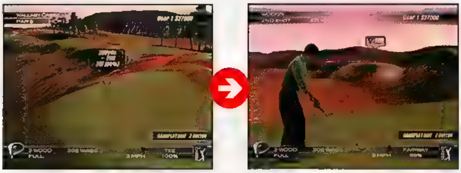
UNLOCK COURSES

The courses that are locked from the beginning of play are all fictional and tend to be more challenging than the game's PGA tour courses. Enter ALLTHETRACKS as your password to get instant access to all of the courses in Traditional and Arcade modes. Emerald Dragon and Wallaby Creek are the additions to the course collection for the game's 2004 version.

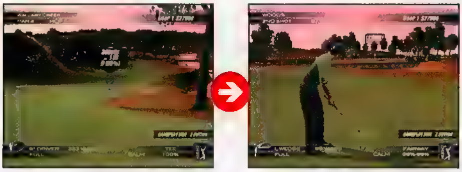
PASSWORD	EFFECT
ALLTHETRACKS	UNLOCK ALL COURSES



At 640 yards, Emerald Dragon's 11 hole is not the longest hole in the game, but it is one of the toughest to hit under par. A long tee shot from a good ball-striker will allow you to cut across the dogleg and get close to the water. Aim the second shot left of the pin to avoid the big tree.



Hole 5 at Wallaby Creek is a 598-yard par 5 with a very narrow fairway and a green that is separated from the rest of the hole by a sandy valley. Aim your tee shot so that it hits the left edge of the fairway, before the meandering red-sand bunker. You'll be about 270 yards from the flag.



Wallaby Creek's 15th hole is a 485-yard par 4 that flows alongside a river. Aim your tee shot to the right, over the water and the hill. It'll land on the right side of the fairway, about 100 yards from the flag. An easy approach shot and a single putt on an even green will score you a birdie.

UNLOCK GOLFERS

Two golfers named Cedric (one a well-known entertainer, the other a long-standing Tiger Woods PGA Tour ace) head the cast of unlockable golfers. The only way to unlock Cedric the Entertainer is by way of a password. Cedric "Ace" Andrews and the rest of the unlockable duffers also become available if you defeat them in World Tour mode.

PASSWORD	UNLOCKED GOLFER
4REDSHIRTS	SUNDAY TIGER WOODS
ACE IN THE HOLE	CEDRIC "ACE" ANDREWS
DTBROWN	FELICIA "DOWNTOWN" BROWN
DISCOKING	DOMINIC "THE DON" DONATELLO
CEDDYBEAR	CEDRIC THE ENTERTAINER
SHORTGAME	SOLITA LOPEZ
EDDIE	EDWIN "POPS" MASTERSON
DWILBY	HAMISH "MULLIGAN" MCGREGOR
EMERALDCHAMP	TAKEHARU "TSUNAMI" MOTO
TRAVELER	KELLIE NEWMAN
BEVERLYHILLS	VAL "SUNSHINE" SUMMERS
ERUPTION	MOA "BIG MO" TA'A VATU
THENEWLEFTY	MELVIN "YOSH" TANIGAWA
ICYONE	ERICA "ICE" VON SEVERIN
CANYOUPICKONE	ALL GOLFERS

GOLFER SELECT

The 4REDSHIRTS code refers to Tiger's four consecutive PGA Tour Player of the Year awards. Tiger shifts into high gear on Sundays.

GOLFER SELECT

He's not at Tiger's level, but on any given round, Cedric the Entertainer can turn in winning numbers. He's tops in recovery.

GOLFER SELECT

Melvin "Yosh" Tanigawa's left-handed swing may throw you for a loop, but his maxed-out power and accuracy will set you straight.

GOLFER SELECT

The password for Solita Lopez is, appropriately, SHORTGAME. Her approach and putting skills will help you put the ball in the hole.

UNLOCK EVERYTHING

If you want everything at once, a single password gives you all courses and all golfers.

PASSWORD	EFFECT
THEKITCHENSINK	UNLOCK ALL COURSES AND GOLFERS

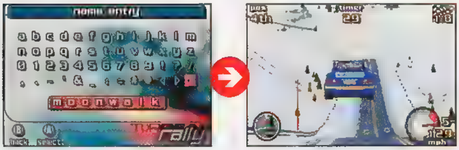
TOP GEAR RALLY GBA

WHAT'S IN A NAME? CODES

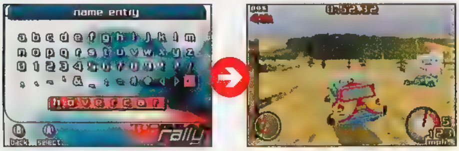
THREE SPECIALIZED FILE NAMES ADD NEW ELEMENTS TO YOUR RALLY RUN.

Top Gear Rally celebrates your road-racing accomplishments by revealing feature-unlocking file names after big victories. By going all the way in the Championship mode, with gold trophies in every race, you will learn cheats. Following your completion of Quick Race mode, you'll learn more. But you can trigger the cheats even if you haven't reached the milestones. Start a new game and key in any of the file names listed below to take advantage of the corresponding cheat.

NAME	EFFECT
MOONWALK	THE PLAYER CONTROLLED CAR FLIES HIGH OFF HILLS
HOVERCAR	THE PLAYER-CONTROLLED CAR IS A HOVERCRAFT
RCRACERS	THE PLAYER-CONTROLLED CAR IS AN RC CAR



Use "moonwalk" as your file name to make your car lighter than usual. The light weight is noticeable after you drive over big hills. The car really flies!



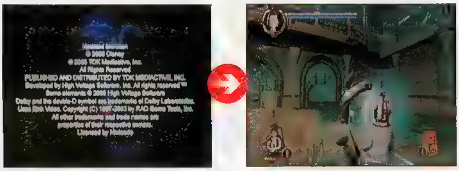
The "hovercraft" file name causes your car to fold up its wheels at the starting line and float over the track. It has slow acceleration but a high top speed, and it is unaffected by terrain that slows down other vehicles.

DISNEY'S THE HAUNTED MANSION GCN

SEE-THROUGH ZEKE CODE

TURN THE ASSISTANT CARETAKER INVISIBLE WITH A GCN-EXCLUSIVE CODE.

Now you see him. Now you don't. Make player-controlled character Zeke into an invisible man by keying in a quick code before the game begins. Turn on the power or reset the game and watch the Nintendo GameCube logo form. Before the game's legal information appears, press and hold A, B, L and R. Release the buttons once the title screen appears, then start the game. When gameplay begins, Zeke will become invisible. You'll see his clothes, cap and lantern, but no Zeke!



The game begins to load as soon as you see the legal information. Press and hold the A, B, L and R Buttons before that happens. You'll be surprised by the results—a new transparent look for the main character.

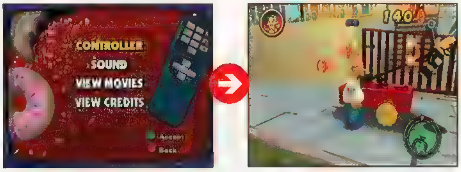
THE SIMPSONS: HIT & RUN GCN

I'M A LEAN, MEAN SPEED THINGY CODES

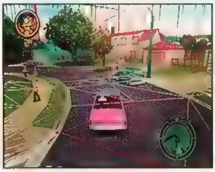
MAKE CARS FASTER AND STRONGER.

You can tour the streets of Springfield in style after keying in codes that give the cars powerful tune-ups. Others codes add audio commentary from "Treehouse of Horror" aliens Kang and Kodos to the game's credits and let you see the guidelines that the game's artists used to lay down the graphics. Open the Options screen, press and hold the L and R Buttons and enter any of the four-button sequences shown below. The sound of a car horn will confirm correct code entry.

CODE	EFFECT
A, X, X, Y	ADD CREDITS COMMENTARY
B, A, B, Y	ADD GRAPHIC GUIDELINES
B, B, Y, X	REPLACE HIDDEN CARS WITH A RED BRICK CAR
X, X, X, Y	YOUR CAR WILL JUMP WHEN YOU PRESS THE Z BUTTON
X, X, X, X	INCREASE THE SPEED OF PLAYER-CONTROLLED CARS
Y, A, Y, A	MAKE ALL PLAYER-CONTROLLED CARS INVINCIBLE
Y, Y, B, X	ADD A SPEED DISPLAY
Y, Y, X, X	MAKE COMPUTER-CONTROLLED CARS WEAK
Y, Y, Y, Y	MAXIMIZE THE SPEED OF PLAYER-CONTROLLED CARS



At the Options screen, press and hold L and R, then press, B, B, Y, X. When you start Level 1, drive to the gold mansion in the swanky part of town. You'll see that a small red car has replaced the rocket car that is usually in front of the mansion.



The graphic guidelines are a real novelty. They don't change gameplay, but they're interesting to look at.

After you enter Y, A, Y, A, you can crash all you want without damaging your car.

Pressing X, X, X, Y makes your car hop high into the air when you press the Z Button.

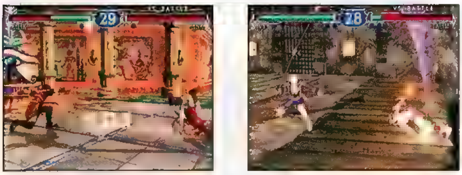
The Y, Y, X, X code weakens computer-controlled cars to the point that they'll go up in flames after a collision with your car.

POWER RANGERS

RULE THE ARENA WITH BULKY BATTLERS AND LONG-RANGE SPECIALISTS.

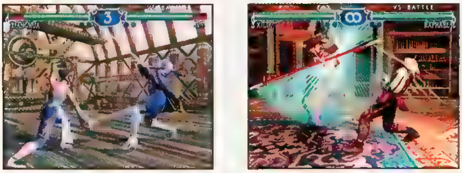
Last month, we gave close-range and quick fighters their due. This month we focus on strategies for heavy hitters and warriors who have a long reach.

LONG-RANGE FIGHTER VS. CLOSE-RANGE FIGHTER



When you're leading a long-range fighter (Kilik, Xianghua, Ivy or Raphael) in battle against a close-ranger (Link, Cassandra, Talim or Yunsung), keep your distance to maximize your reach advantage. Also, stay away from the arena's edge. Close-range fighters have a talent for ringing out opponents.

LONG-RANGE FIGHTER VS. LONG-RANGE FIGHTER



Your fight against a warrior who has similar long-reaching talents as your own fighter will be an exercise in blocking and waiting for the right moment to strike. It can take a significant amount of time for a long-range attack to unfold, making it relatively easy to block.

LONG-RANGE FIGHTER VS. HEAVY HITTER

When going up against a heavy hitter, such as Astaroth, Nightmare or Necrid, use your speed to your advantage by stepping out of the way of the behemoth's vertical attacks. Also, use guard impacts when you have the opportunity. Heavy hitters are slow to recover from offensive blocks.

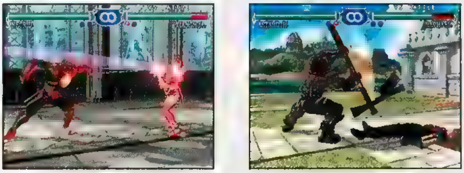
LONG-RANGE FIGHTER VS. FAST AND FURIOUS FIGHTER

Your tactics against fast fighters (Maxi, Taki, Voldo and Mitsurugi) will be similar to your strategies against close-range combatants. Avoid face-to-face meetings that could turn into throw opportunities for the other fighter, and attack frequently to keep your opponent off guard.

HEAVY HITTER VS. CLOSE-RANGE FIGHTER

Heavy hitters (Astaroth, Nightmare and Necrid) carry big weapons with long reaches. Study the rhythm of your battler's big moves and learn to pull them off in sequence with no pauses. Also, step back from close-range fighters when they're on the ground. They have dangerous recovery moves.

HEAVY HITTER VS. LONG-RANGE FIGHTER



Stick to sweeping horizontal attacks when you're opposing long-range fighters Kilik, Xianghua, Ivy and Raphael. When your opponent is on the ground, take advantage of the situation by stepping in and clobbering the other fighter while he or she is down.

HEAVY HITTER VS. HEAVY HITTER

A battle of heavyweights should be a short and action-packed affair. Don't concern yourself with blocking. Move in and attack with your strongest battle maneuvers, such as Astaroth's Titan Ax.

HEAVY HITTER VS. FAST AND FURIOUS FIGHTER

Fast fighters Maxi, Taki, Voldo and Mitsurugi are masters of opponent-juggling. If they manage to get you in the air, they'll keep you there with chained uppercuts. Refrain from pulling off any attacks that involve jumping. Stay put and concentrate on pulling off big, devastating moves.

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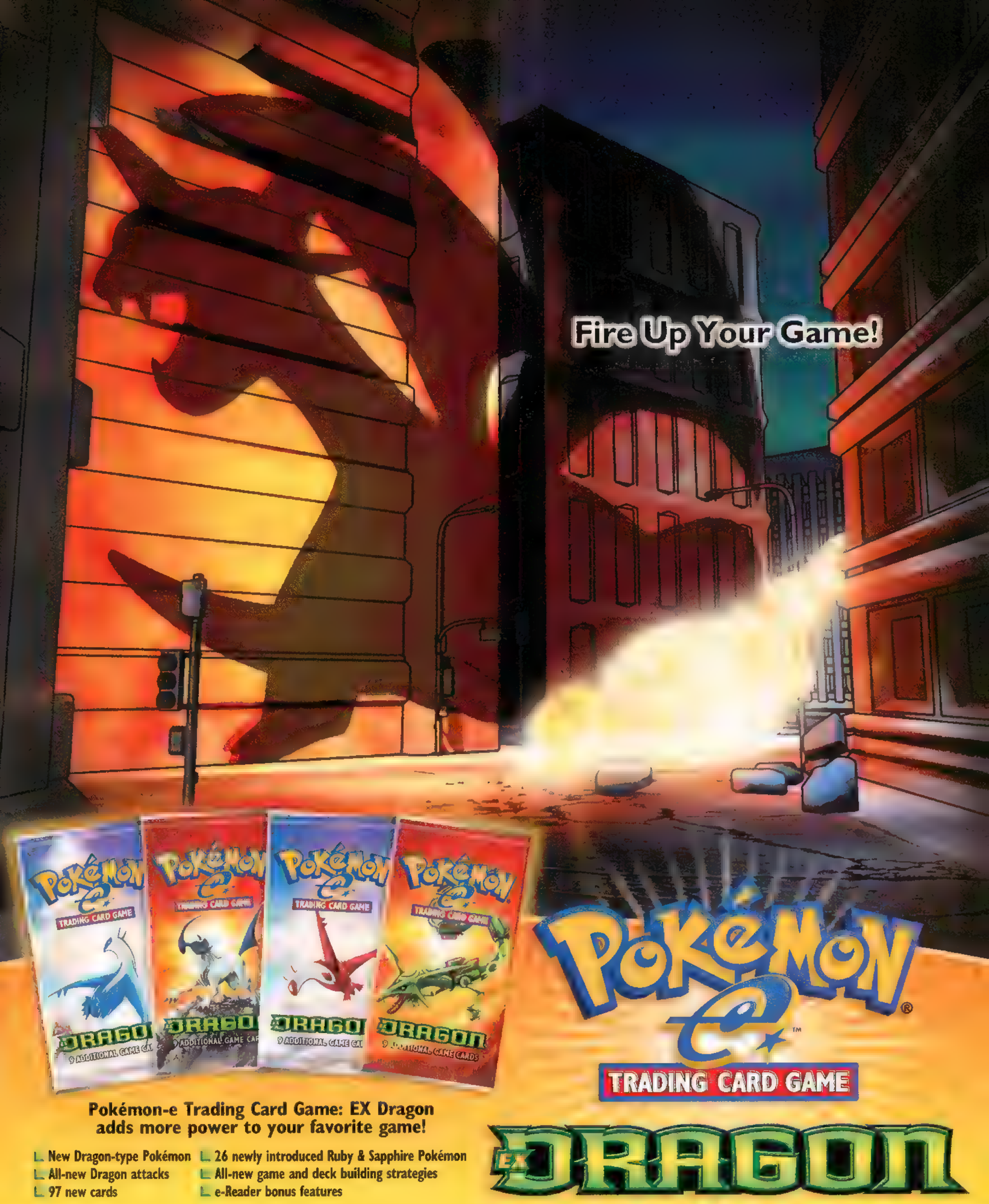
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From zero to
I'M #1

Pummel opponents with over 15 weapons.
TIME 0:32.09
TEAM

Battle for the checkered flag with Crash, friends and foes. Use missiles, bombs, tornadoes and more to pass or blast up to 4 friends in multiplayer mode. It's time to pick up the pace or pick up the pieces.

EVERYONE E Mild Cartoon Violence CONTENT RATED BY ESRB

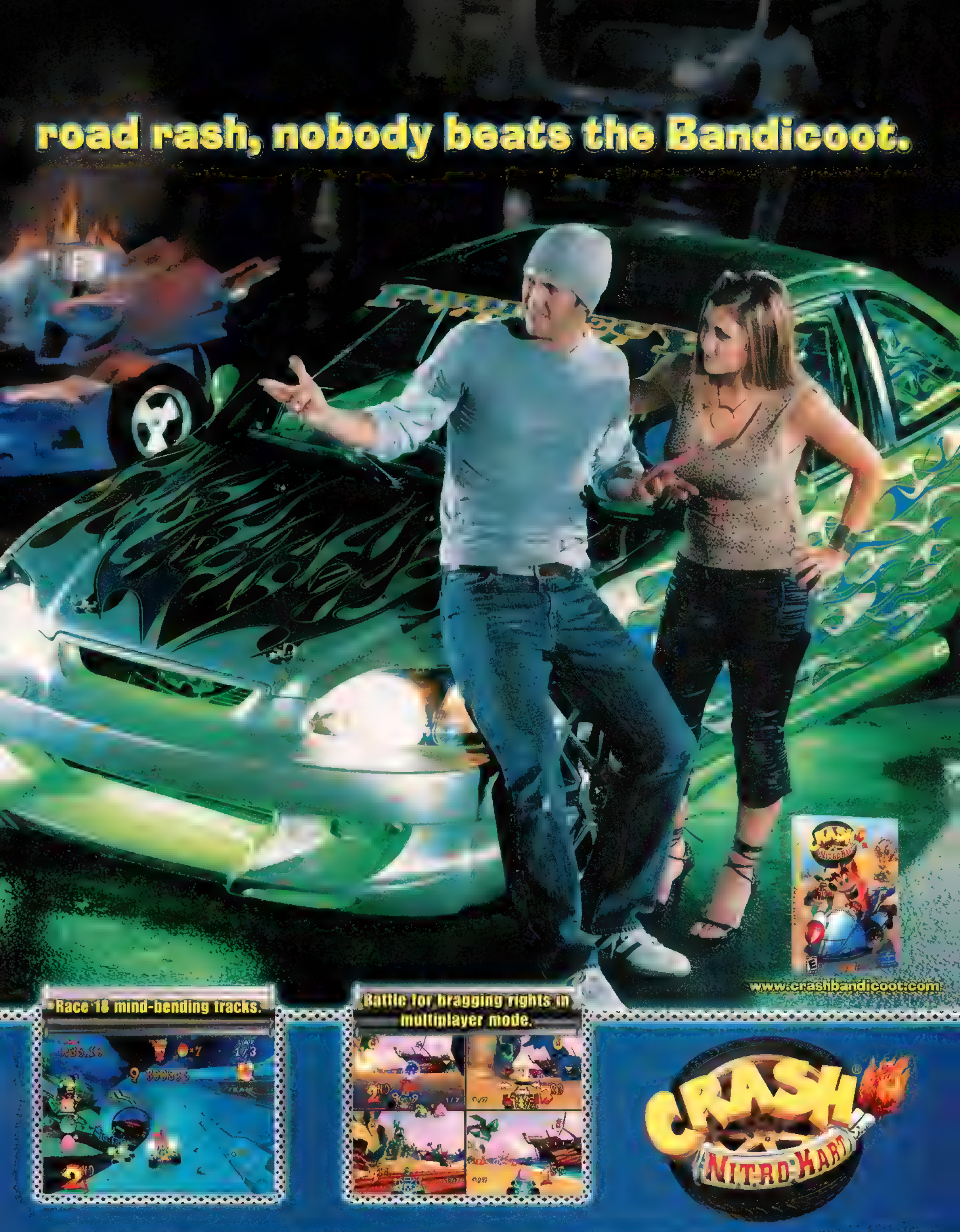
VIVENDI UNIVERSAL

PlayStation.2

XBOX

NINTENDO GAMECUBE

GAME BOY ADVANCE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MARIO PARTY® 5

MARIO PARTY 5 MARKS THE MAGNIFICENT RETURN OF BOARD-GAMING GOODNESS, PROVING ONCE AGAIN THAT NOBODY ROCKS A PARTY LIKE MARIO.

LET THE BOARD GAMES BEGIN

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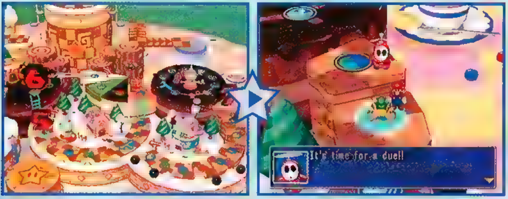
EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief

Mario Party 5, the latest game in the crowd-pleasing Mario Party series, has returned to the Nintendo GameCube with a fresh set of minigames, boards and game modes! The wait is over for gamers craving Mario's distinctive brand of board-gaming—round up your friends (or enemies) and get comfortable, because you're set for a long session of party-game perfection.

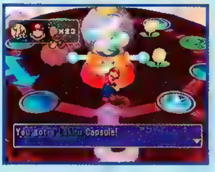
Story Mode: A Struggle Against Party Poopers



It's time for a duel!

In the all-new Story mode, Bowser and the Koopa Kids seek to destroy the good dreams of the Dream Depot and replace them with their own dark desires—if you don't stop them, Bowser's every wish will be fulfilled.

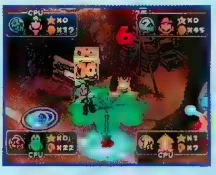
Capsule Machine



You got a [illegible] Capsule!

Capsule Machines give you random items for free when you pass them. Use the items to give yourself an advantage or hinder your foes.

DK's Leafy Hangout



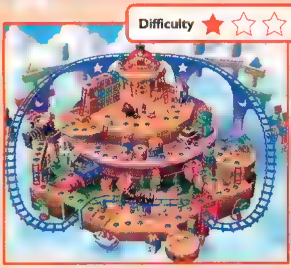
Donkey Kong is content with watching the game unfold from his comfortable palm tree. If you land on his space, he'll give you a generous reward.

TAKE A WALK ON THE DREAMY SIDE

With six distinct dream worlds to choose from, you'll never get bored with these boards. The dream worlds range in difficulty from one to three stars, and each board features a completely unique geography. Get to know each dream world to learn the best winning strategies.

Toy Dream

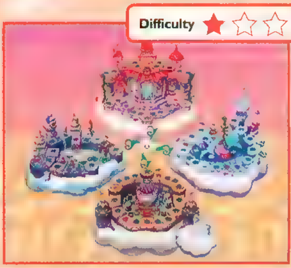
Difficulty ★☆☆



In Toy Dream, you'll have to hop, skip and play your way through a terrain of toys. A train loops around the board, offering passengers a fun (and profitable) ride. Toys aren't just for child's play—they're also good for defeating your enemies!

Rainbow Dream

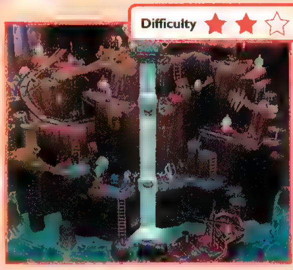
Difficulty ★☆☆



Floating high in the peaceful sky, Rainbow Dream is a board map made up of four interconnected clouds. Take the opportunity to slide down a rainbow and catch a ride on the Ferris wheel.

Pirate Dream

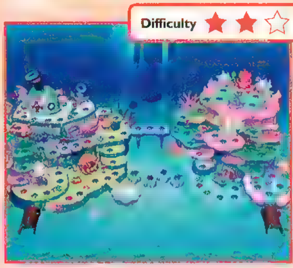
Difficulty ★★☆



The swashbuckling adventures awaiting you in Pirate Dream are sure to shiver your timbers. A half-sunken ship, a mystifying waterfall and a creepy cavern motif make it one of the most atmospheric maps.

Undersea Dream

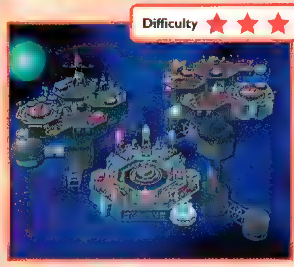
Difficulty ★★☆



Undersea Dream lets you explore the seafloor without any cumbersome underwater breathing apparatus. Look for colorful coral, sleek fish and a sunken ship while you tour the ocean abyss.

Future Dream

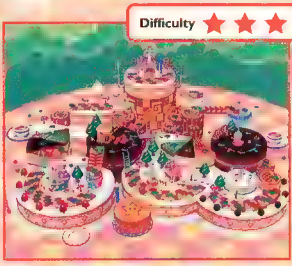
Difficulty ★★★



Future Dream features the latest in techno-transportation: zoom across the board in rocket ships and molecular transporters. You'll have so much fun zipping and zapping around that you may not even care about collecting stars.

Sweet Dream

Difficulty ★★★



Delectable sugar serves as the backdrop for the delicious Sweet Dream board. As an advanced board, Sweet Dream can be difficult to navigate, partly because you'll be yearning for a nibble of the scenery.

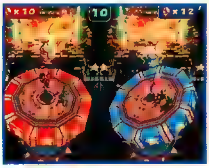
MINIGAMES GALORE

Mario Party 5 provides you with over 60 all-new ways to demolish and disgrace your friends. There are so many new minigames, it'd be impossible to show them all. Here's just a taste of the action.

Minigame Color Key

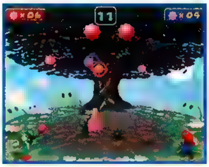
🟦 4P Free-for-All Minigame
🟩 2 vs. 2 Minigame
🟪 Duel Minigame
🟧 1 vs. 3 Minigame
🟥 Battle Minigame

Banking Coins



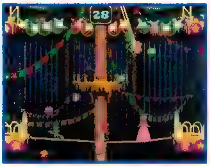
One teammate pounds the pot from below while the other collects the coins that fly out and onto a wildly tipping platform.

Berry Basket



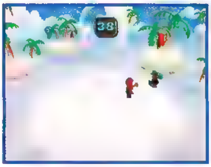
One sharp-eyed player shoots balls at hanging fruit, and the teammate catches it before it can touch the ground.

[illegible]



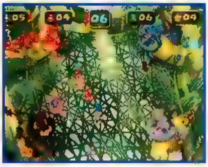
High on a trapeze, one player throws circus balls down onto the three players shakily standing on a high-wire.

Blown Away



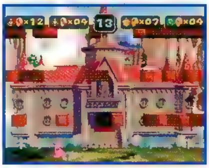
Fire a funky air-blast bazooka at your foe to push him off the fluffy cloud. The first to fall loses the duel.

Chimp Chase



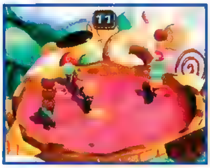
Return rambunctious baby chimps to their worried mothers. Rescue the most chimps to win.

Coin Cache



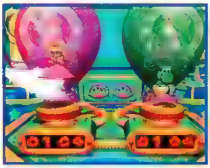
Pound through three tiers of scrolling blocks to earn money the Mario way. Look for crucial 10-coin blocks!

Coney Island



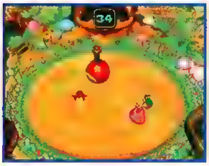
When it comes to ice cream, there's no such thing as overkill. Catch scoops in your cone as they fall.

Countdown Pound



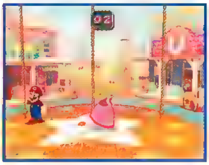
The bomb counter is ticking—check your nerves, because you must stop the countdown as close to zero as you dare.

[illegible]



It may be three against one, but the solitary player gets to roll on an enormous ball. Let the crushing commence!

Get a Rope



Feeling lucky? Pick a random rope, and hope for the best—if you're wrong, you'll get a block dropped on your head.

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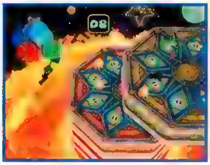
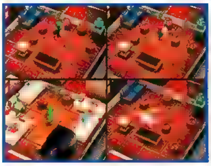


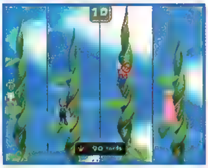
One hammer-wielding player smacks platforms away as the remaining three jump to avoid getting hurled into lava.

Hotel Goomba



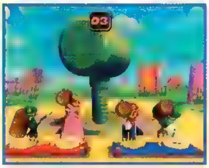
Inconsiderate Goombas block the way to the top floor of the hotel—shove them out of the way to reach the goal first.

Leaf Leap



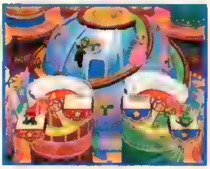
Jump from leaf to leaf and climb a monstrously large magical beanstalk. Climb highest to take the prize.

Manic Mallets



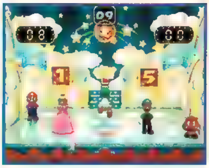
Tap furiously to turn the massive mallet toward your less-skilled opponents—they'll be pancaked.

Mario Can-Can



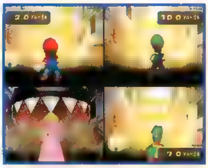
Coordinate your jumps to alternate with your teammate. If you're good, you'll continuously see-saw the two platforms.

Mathletes



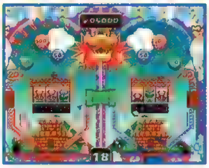
Pound spinning blocks to form mathematical equations. The middle block decides whether you'll add, subtract or multiply.

Night Light Fright



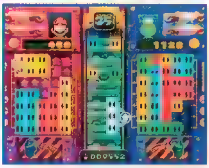
You're caught in a dark alley with a Chain Chomp; shine a light to stop it as close to you as possible without getting bitten.

Panic Pinball



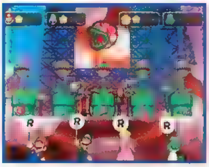
Bowser brings his own brand of frantic pinball to Mario Party 5. Warm up your thumb—you'll need it to be ready for action.

Piece Out



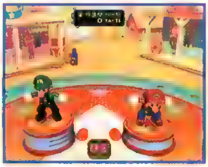
Grab blocks of all shapes from a moving conveyor belt and place them to fill your space. You'll have to fill fast to claim victory.

Pop-Star Piranhas



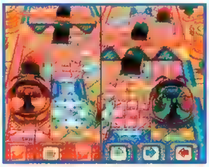
Piranha Plants are people, too—and they dream of becoming pop stars. Choose the plant that needs dancing lessons.

Pump 'n' Jump



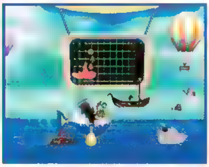
Pound your platform to pressurize the pump and launch yourself to the stratosphere. Can you fly higher than your rival?

[illegible]



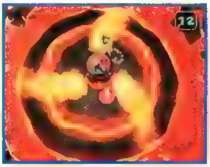
Guide your vehicle around obstacles to the finish line by stopping the roulette wheel in the direction you want to go.

Random Ride



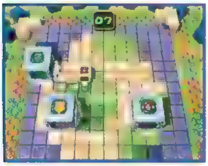
Choose a weird airship from a list of names and see who survives. Pick the most positive-sounding name to prevail.

[illegible]



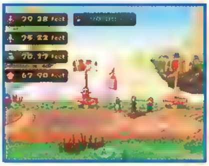
One lucky player controls three streams of searing flame; the other three players scramble to avoid getting charbroiled.

[illegible]



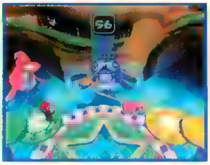
Three players pilot titanic cubes while one player controls a fast-moving minicube. Move swiftly or be flattened!

Triple Jump



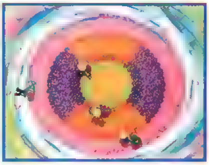
Prove your athletic superiority by performing a long-distance triple jump. Tap fast, or you'll fall short.

Tug-o-Dorrie



Tug your foes off of their platforms by yanking on the rope. The last player standing on a platform wins.

Twist 'n' Out

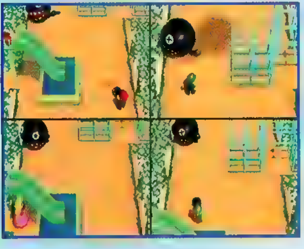


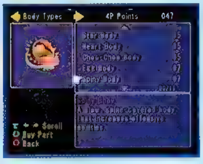
Smack your opponents to the edge of a Texas-sized twister to send them soaring. Just don't let yourself get sucked up!

ASSEMBLE YOUR RIDE, ASSAULT YOUR FRIENDS

Super Duel mode is a brand-new feature in the Mario Party series. It offers players a chance to build their own tank-karts and pit them against their opponents in machine-versus-machine slugfests. What kind of a ride will you roll with?

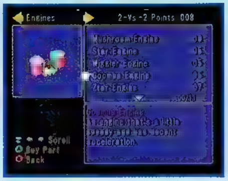
Earn Points for Playing




Body Types
4P Points 047
Scroll
Buy Part
Back

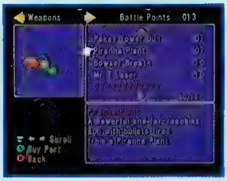
Earn points to buy tank-karts by playing minigames in Party mode. Each type of game earns you points toward a different part.

Buy Custom Parts


Engines
2-Vs-2 Points 008
Scroll
Buy Part
Back

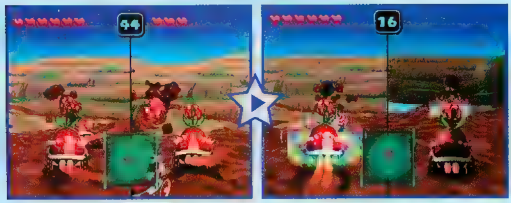
Each part has unique performance characteristics. Collect all of the parts in a set to complete a theme.

The Perfect Machine


Weapons
Battle Points 013
Piranha Plant
Bowser Breath
Scroll
Buy Part
Back

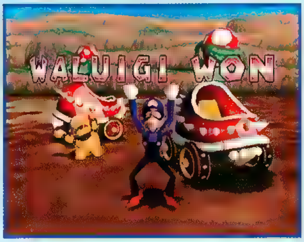
Assemble all of the necessary parts and build your own tank-kart to lay waste to your opponents.

Take a Tank for a Test-Drive



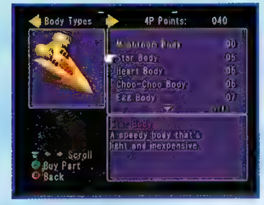
Select Trial Battle from the service desk to try out a randomly generated tank-kart made of parts you've purchased.

Do the Dance of Joy


WALUIGI WON

Mercilessly shoot and shove your opponent to take away all of his or her hearts. The tank-kart that survives is the winner, and only the winner gets to dance around pumping fists in celebration.

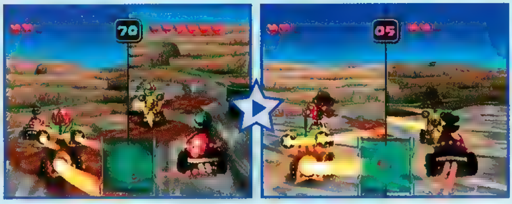
Buy the Best Goods


Body Types
4P Points: 040
Star Body 05
Heart Body 05
Choo-Choo Body 06
Egg Body 07
Scroll
Buy Part
Back

Star Body
A speedy body that's light and inexpensive.

Save your points and unlock the finest tank-kart parts to build an immensely powerful machine.

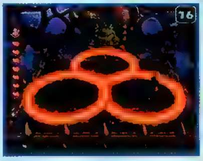
Duel-Mode Mastery



You've purchased your parts and built your ultimate tank-kart—now it's time to take it to the tournament. If you win the final duel, you can take a picture of your winning ride and save it.

THE PARTY NEVER ENDS

Whether you're playing alone or hosting your own Mario party, Mario Party 5 provides board-game brawling at its finest. We've given you only a teasing taste of the new game modes and a seemingly endless number of unique minigames—discovering the rest is up to you.



MARIO
FOR PRESIDENT
MARIO PARTY 5
A VOTE FOR MARIO IS A VOTE FOR FUN!

MARIO
FOR PRESIDENT
MARIO PARTY 5
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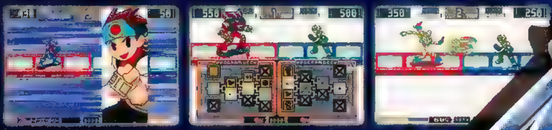
ADVANCE
MEGAMAN
BATTLE CHIP CHALLENGE
RP

Bring it On...

Rise to the Challenge!

Face off against your opponents. Earn new battle cards and chips and power 'em up! Test your skills in cool new battle scenes and prepare for the ultimate battle for "Net Domination" in the Battle Chip Grand Prix.



MEGAMAN™

BATTLE CHIP CHALLENGE

MEGAMAN 15th

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more ratings information.

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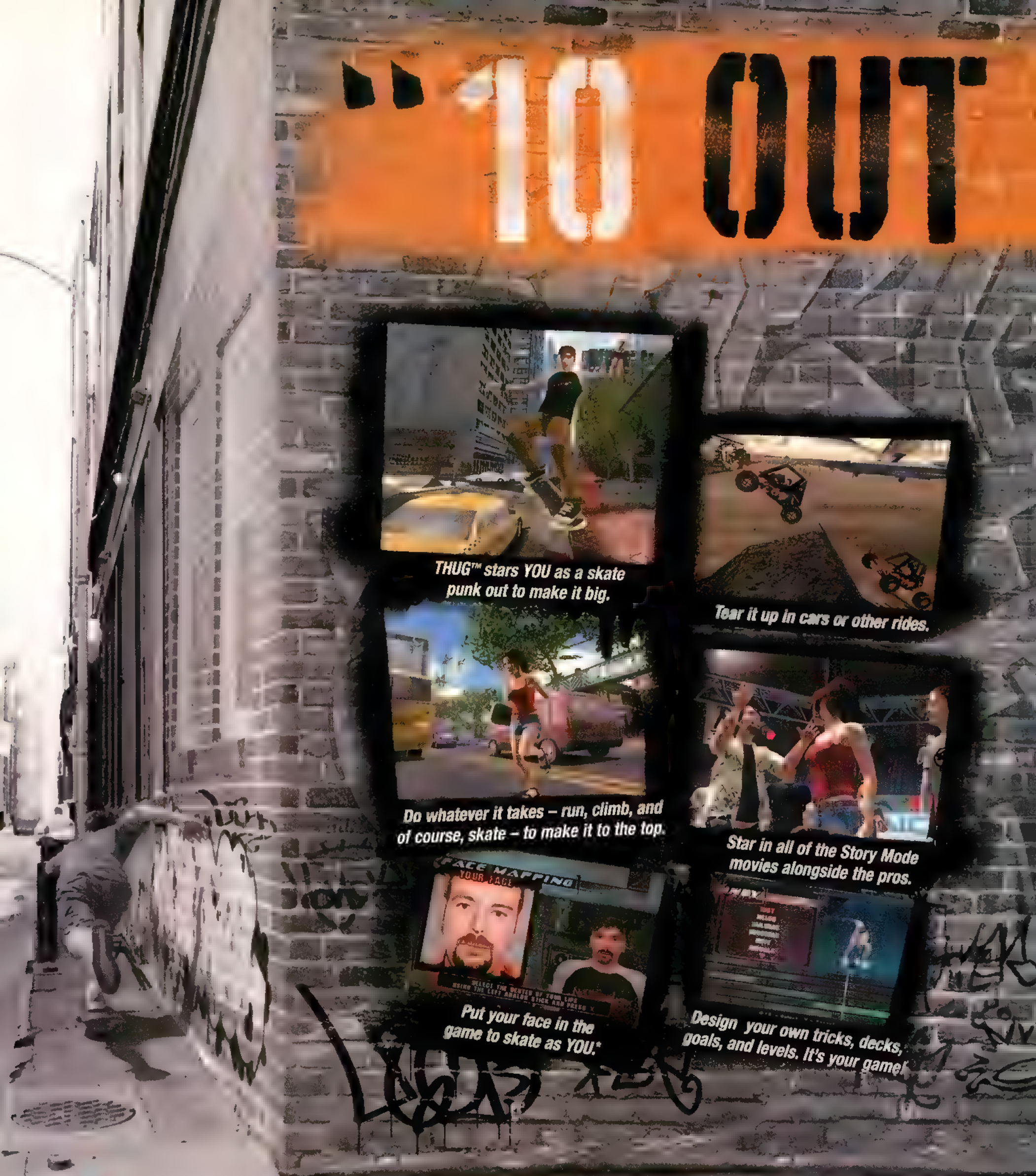

THUG™ stars YOU as a skate punk out to make it big.

Tear it up in cars or other rides.

Do whatever it takes – run, climb, and of course, skate – to make it to the top.

Star in all of the Story Mode movies alongside the pros.

Put your face in the game to skate as YOU.*

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TEEN
T
CONTENT RATED BY ESRB

Blood
Mild Violence
Strong Language
Suggestive Themes

Game Experience May Change During Online Play.

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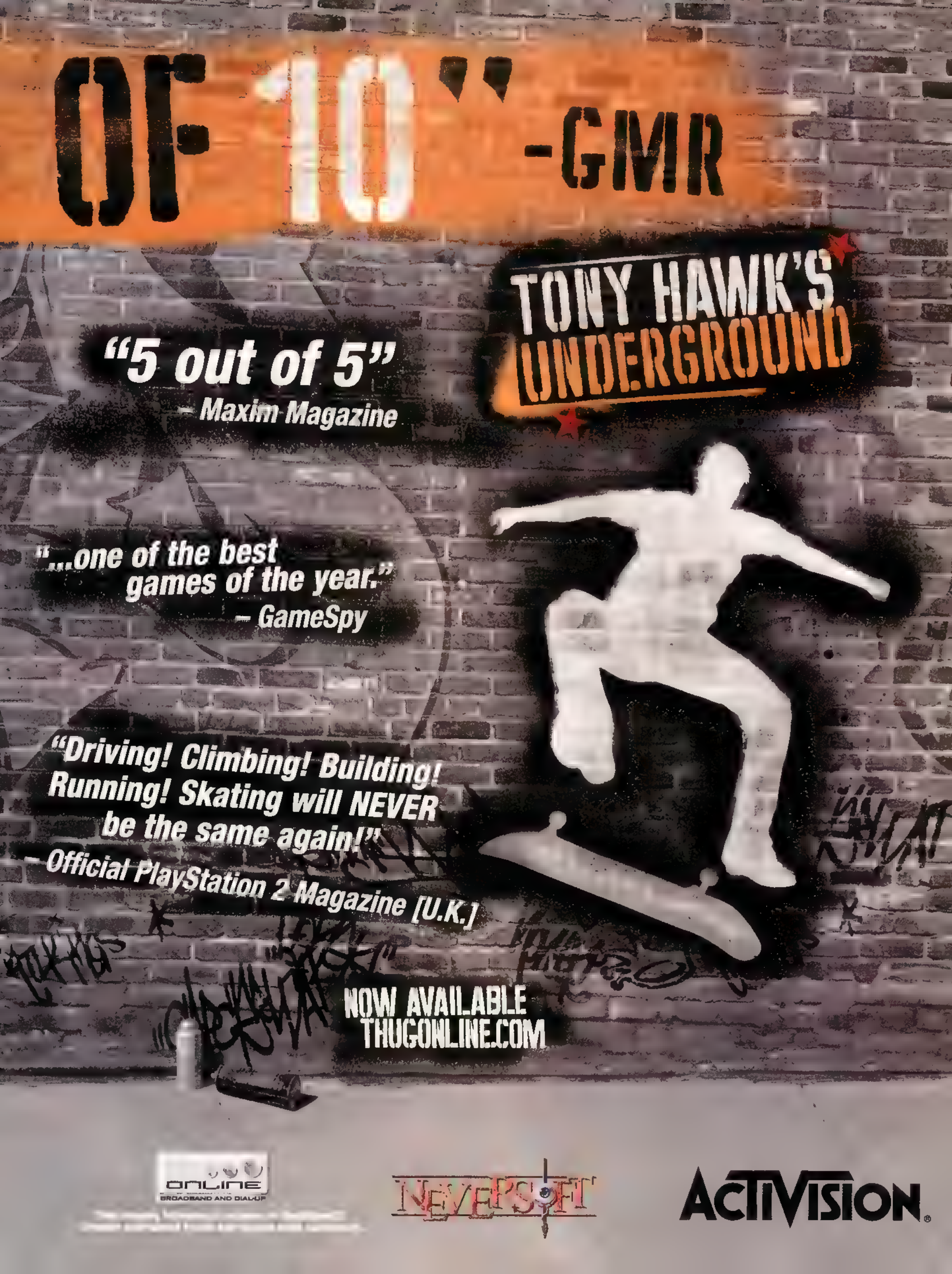
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TONY HAWK'S
UNDERGROUND
"5 out of 5"
– Maxim Magazine
"...one of the best games of the year."
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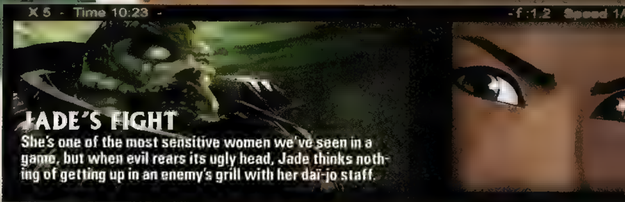
BEYOND GOOD & EVIL

Michel Ancel's sophisticated sci-fi adventure brings a wild world to life—can you save it?

BEYOND BELIEF

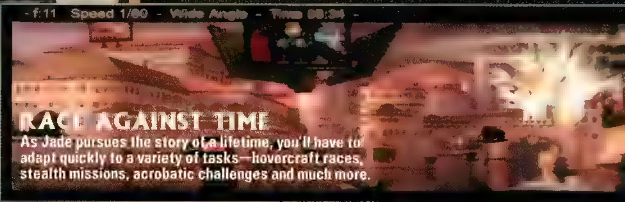
Michel Ancel, Ubisoft's creative genius who brought Rayman to platforming, has gone off the deep end with his new brainchild. Beyond Good & Evil, which hits the GCN in early December, goes farther than we'd anticipated—fusing genres with a galaxy of minigames—with dazzling effect. As you experience its cinematic story, which follows a photojournalist into a planet-ravaging conspiracy, you'll find your beliefs challenged as much as your gaming skills. Our walk-through will get you started.



JADE'S FIGHT
She's one of the most sensitive women we've seen in a game, but when evil rears its ugly head, Jade thinks nothing of getting up in an enemy's grill with her daï-jo staff.

- f:5 Speed 1/5000 - Zoom X 16 - Time 08:45 -

BUSTED!
You'll use Jade's camera to record evidence of conspiracy, but when you're not working on your exposé, you'll be snapping local species. (Your pics may be the only proof they ever existed.)



RACE AGAINST TIME
As Jade pursues the story of a lifetime, you'll have to adapt quickly to a variety of tasks—hovercraft races, stealth missions, acrobatic challenges and much more.

TEEN
T
CONTENT RATED BY ESRB
Comic Mischief
Violence

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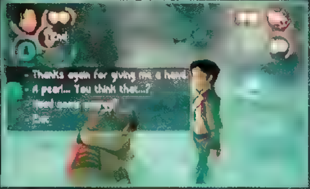
THE DOMZ INVASION

Beyond Good & Evil starts with a bang. Meteors that hold the adaptable DomZ aliens crash on the lighthouse where Jade lives with children orphaned by war. The DomZ fuse to the kids and use them to turn into ghoulish hulks. You must strike the DomZ—and their serpentine leader—down to save the lighthouse from ruin.

A REAL PEY'J TURNER



- Thanks again for giving me a hand
- A pearl... You think that...?

Much of the game's dialogue is carried by strong voice acting, but you'll often need to chat using text menus. After you destroy the aliens, walk up to your friend Pey'j and chat with him about the DomZ attack and the pearl you received from the alien corpse.

LIGHTHOUSE SUPPLIES

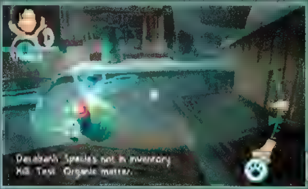
In the lighthouse, grab your camera then collect the health-replenishing Starkos: one is upstairs, another's on the kitchen counter, three are in a kitchen cabinet, and one more is in the oven. Kick the oven door to open it.

POWER UP—TWICE

During the DomZ meteor strike, you'll discover that your lighthouse's force field fails because you couldn't pay your electric bill. Restore power to your abode by taking pictures of species and earning credits. Then open the electric-powered door upstairs to enter the bathroom and collect an Active Principle (AP-1) that will increase your health max.

WILDLIFE PHOTOGRAPHY

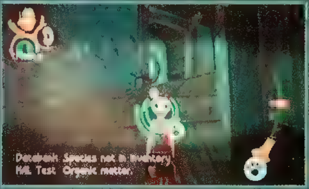
Although Jade will eventually use her skills to wipe out the alien infestation, she starts with a peaceful mission from the science center director: to take a picture of each species she can find. You'll use her camera to catalog creatures—earning credits, photo gear and rare pearls—and to scan objects for useful information.



Databank: Species not in inventory
Hil. Test: Organic matter.

ANIMALS

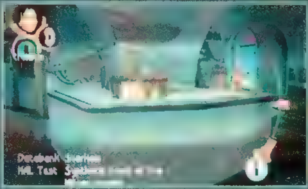
After you fill your first roll with pics of eight species, you'll get a zoom lens. You can shoot a few animals and bugs in and around your house without the gear, though you will need to search harder for some of them.



Databank: Species not in inventory
Hil. Test: Organic matter.

PEOPLE

The world of Hillys is full of humans and half-humans, all of whom count as targets for your species-cataloging gig. Some of your friends, like your half-swine buddy, Pey'j, will mug for the camera. Have fun taking great pics of your chums. When your camera reticule changes from red to green, you'll know you'll get a good shot.



Databank: Starkos
Hil. Test: Synthetic food of the [illegible]

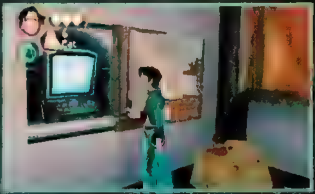
DATA

When you shift into camera view and center your perspective on an object, your camera will scan the object and tell you what it is—if it knows. For instance, your camera will tell you that a Starkos is a synthetic food. You can often use the information to decide whether to investigate the object further.

THE LIGHTHOUSE

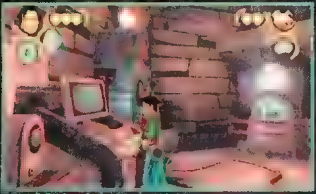
- **ADALIA OCTOPUNCTATA:** The red bug flies near the fireplace. (150 units)
- **VORAX NOCTURNUS:** Take a shot of a sky snake as your second picture. They'll fly away after you restore the lighthouse's force field, which happens automatically after you score your first 350 units. (500 units)
- **HOMO SAPIENS:** Human children walk inside and outside. (200 units)
- **CAPRA SAPIENS:** The goat-kids roam the lighthouse. (350 units)
- **MUSCA SAPROPHAGIA:** Kick the barrel next to the stove. You'll scare out a blue fly. (150 units)
- **CANIS CANIS:** The dog sleeps on the upper floor. (100 units)
- **PRIODONTES CAMPESTRIS:** One armadillo is next to the lighthouse; another is near the tree. (150 units)
- **LAMPYRIS CAMPESTRIS:** Luminous bugs fly around the tree at night. (400 units)
- **LARUS ALBUS:** Seagulls fly over the tree during the day. (400 units)
- **CAPRA ERECTA:** The animal is [illegible] the lighthouse. You'll need the [illegible]

SECRET DATA TERMINALS



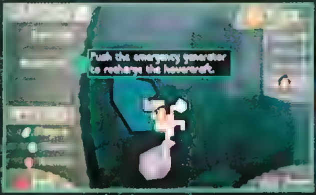
You'll find the first of many data terminals—spots at which you can key in a password—behind the board in the children's room upstairs. You won't have the correct password at the beginning of your adventure, so you'll need to return later.

INSIDE PEY'J'S WORKSHOP



After you earn the zoom lens, head into the cave across from the lighthouse. Inside Pey'j's workshop, you'll get an Mdisk that holds the details of a second dangerous photography job. You can watch it, plus save your game, at the MDisk decrypter.

OBJECTIVES & MAPS



The map menu can help you get your bearings and check out incomplete objectives. After you buy map-device upgrades, you'll be able to detect nearby Mdisk decrypters, new species to photograph and rare pearls to collect.

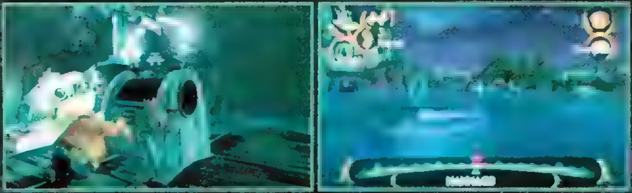
HANGAR/PEY'J'S WORKSHOP

- [illegible] is a high-scoring target for your [illegible]rst in his workshop. (600 units)
- [illegible]t rush out to sea on your hovercraft. [illegible]k down to see the fish. (400 units)

[illegible]KE

[illegible]t to hit the waves, don't worry about capturing every [illegible]izen on film. You can always return to the isle. You may discover some species in your future travels as well.

HOVERCRAFT IN THE HANGAR



After you meet Pey'j in his workshop, he'll go down to the hangar to repair your hovercraft. The vehicle will need a spark from the distant emergency generator, so shove it over to the hovercraft. (Pey'j will run over and help you.) Before you hop into the vehicle, collect the vehicle power-ups on the shelf. Then head out to sea—for a very short-lived ride. If you get lost, shift into interior view to use the hovercraft's compass.

MAMMAGO GARAGE

Your hovercraft will break down immediately, then the Jamaicanlike rhino-men from Mammago Garage will tow you to their facility. You'll need to spend your one pearl to buy a new motor. Over time, you'll return with more pearls and units to upgrade your ride.

SPEEDCRAFT MOTOR	1 PEARL
NEUTRALIZING CANNON	5 PEARLS
JUMP KIT	15 PEARLS
FLIGHT STABILIZER	20 PEARLS
SPACE ENGINE	30 PEARLS
MECA IMPULSER	1,500 UNITS
STARKOS	150 UNITS
K-BUPS BOX	300 UNITS

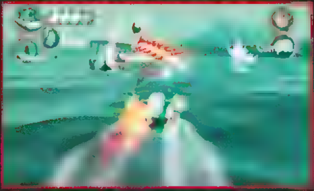
MAMMAGO GARAGE

- **RHINOCEROS SAPIENS:** You'll ha[illegible] one photo op in the garage. Take a picture of one of the rhino-[illegible] before you ride off. (300 units)

GET ON THE HORN

Walk up to each of the garage workers and use the dialogue menus to learn more about Mammago Garage. Then purchase the Speedcraft Motor so you can drive away and pursue your photography gigs. Take note of everything that's on sale before you drive away; you'll return to Mammago Garage many times during your adventure. Each hovercraft upgrade will enable you to reach more places.

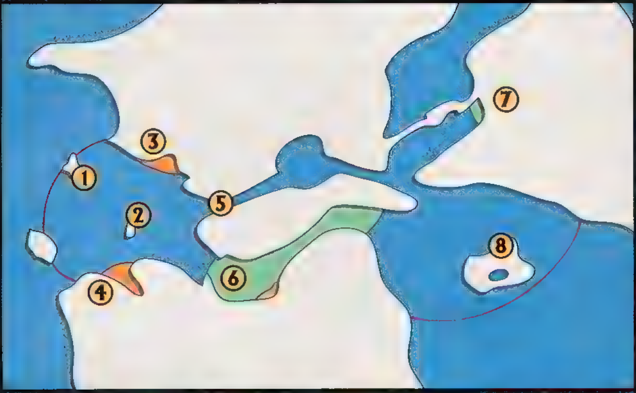
SEA-CREATURE SHOOT



When you leave the garage, a DomZ creature will fall from the sky—the Teratosaurus Imperator, a spinelike snake. Avoid its strikes by using the R Button to speed away. Shoot it with your camera (2,000 units), then destroy it with your laser and collect the pearl it leaves behind.

PLANET HILLYS

With your repaired hovercraft, you can travel to many areas within the island chain, but nowhere near all of them. Much more lies beyond the patrolling guard drones and laser barriers—and your missions will eventually take you much farther from the sea than you'd ever expect. Explore what possibilities are open to you. Ultimately, head for Black Isle.



① LIGHTHOUSE ISLAND

② MAMMAGO GARAGE

③ LOOTERS' CAVERN 1

④ VORAX'S LAIR

You can drive into the entrance, but you can't break past the grate until Pey'j gets his pliers.

⑤ MAIN CANAL (CITY)

⑥ MAIN CHANNEL

You can't explore the channel until you've removed the guard drone. Return with the Neutralizing Cannon.

⑦ FACTORY ENTRANCE

Once you have the Neutralizing Cannon, you can remove the guard drone that bars passage.

⑧ BLACK ISLE

LOOTERS' CAVERN 1

Enter the Looters' Cavern—one of many—to race your hovercraft through an obstacle course. If you beat the challenge, you'll win a pearl.

CITY RACES

You can enter the first two of several official hovercraft races in the city. You'll score a pearl when you first win each race.

EXPAND YOUR RANGE

Don't burn your hovercraft to cinders trying to get past the laser barriers. After you buy the Jump Kit, you'll be able to speed to much more distant spots.

HILLYS

TERATOSAURUS IMPERATOR: Snap the DomZ sea serpent that attacks when you first leave Mammago Garage. (2,000 units)

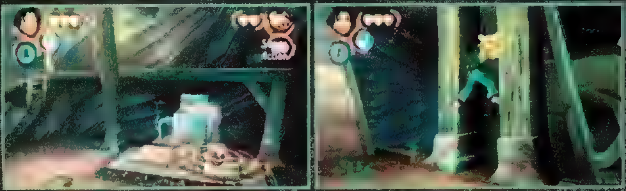
RASCAX CAERULEUS: After you defeat the sea serpent, large fish will start leaping from the water. (300 units)

NOTE: AS YOUR QUEST PROGRESSES, YOU'LL FIND MORE CREATURES OUTSIDE.

BLACK ISLE

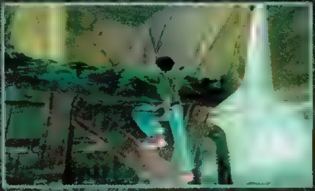
Your second mission leads you to the Black Isle mines, where Mr. De Castellac says that a male and a female DomZ creature are nesting. He'll pay you if you snap a picture of the two together. First you and Pey'j will need to fight through the infested labyrinth. (Watch for photo-ops; we'll point out only those creatures you'll fight.)

YOUR SIDEKICK'S THE KEY



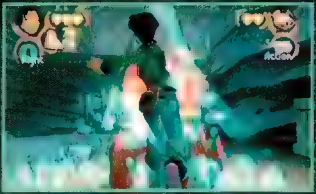
You'll soon arrive at a ledge that you can't reach on your own. Step onto one pad of the ore scale, then press the Y Button to cause Pey'j to ground-pound the other pad. You'll fly up to the ledge. Twist the nearby crank to drop the ramps—Pey'j will then run up and join you.

RETURN TO THE VENT



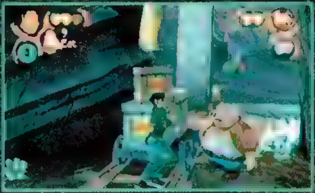
You'll see a vent near the entrance to Black Isle's mines. If you pull yourself into it, you'll see a grate that blocks further passage. After Pey'j scores the pliers, return to the spot to cut your way through to an AP-1 power-up.

EXPLOIT THE WILDLIFE



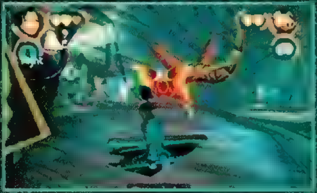
Take a photo of the posted evacuation map (your camera will add the map to your menu) and of the nearby jelly mass (Lycoperdon Fugiferus). Then have Pey'j do a ground pound: the mass will bounce upward. Bat it toward the nearby explosives with your staff to open two paths.

BYPASS SURGERY



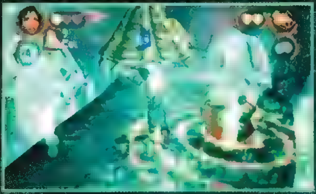
You'll come to a grate that you can't pass at first. Lower the raised ramp nearby to create a path onward. Push the TNT cart toward the ramp, then pull off your ground-pound combo with Pey'j to bat the Lycoperdon Fugiferus at the explosives and blow down the ramp.

STRIKE, DON'T SHOOT



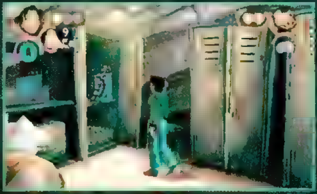
As soon as you run up the ramp, a Crochax Velox will burst from the floor and get in your face. It's too risky to photograph it (you'll see more later); whack it to scaly bits with your staff. Then push the ore cart against the wall and drop the ore chute to create a path onward.

PHOTOGRAPH PREDATORS



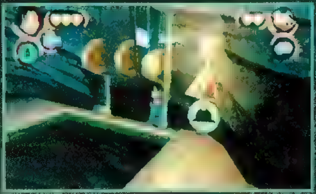
You'll cross a bridge full of foes: jellyfish (Cyanea Urtica), floating claws (Pelagia Pachydermis) and Crochax Velox. Shoot each species while Pey'j rushes in to battle them, then dispatch them with your staff before they make lunch meat of your bud.

EQUIP PEY'J WITH THE PLIERS



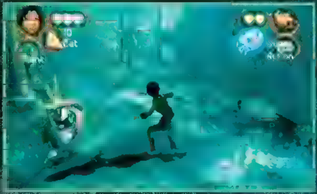
Have Pey'j help you weigh down the double pads that lift the door to the Ancient Mine. Then enter the area and get the pliers and other power-ups. Approach the nearby grate, then ask Pey'j to cut them open with the pliers to open a passage onward.

CUT YOUR WAY DEEPER



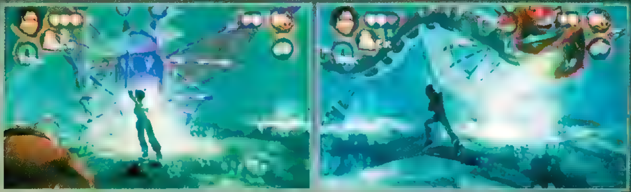
Photograph the two species in the lower Ancient Mine, then go back to the bridge and return to the grate near the mine's entrance. Ask Pey'j to cut it open with his pliers, then sidle along the wall—it's too risky a move for Pey'j, so go on without him.

SWING FOR THE RAMPS



In the Main Shaft, you'll face many Palinurus Rupestris. Have Pey'j deliver a ground pound to shock the foes into the air, then bat one against others or a wall to inflict more damage. You can also bat one against a raised ramp to knock it down.

DOMZ MATING . . . OR BAITING?



To reach the mating area, deflate the puffy Anemonia Mutabilis with Pey'j's help. Photograph the pair of Pterolimax in the same shot, then transmit the pic to De Castellac. The "two" turn out to be the eyes of a new species, the Pterolimax Gigantea. Use Pey'j's ground pounds to stun the foe when it emerges from a crater, then whack it. Run from its flying attack. Resume your strikes when it returns to a crater.

YOU'RE NOT ALONE

As you continue into Beyond Good & Evil, you'll develop a photojournalist's knack for getting the story. (Did you take a Pterolimax Gigantea pic?) Fortunately, you'll have help: not only from your sidekick (who won't always be Pey'j), but also from the IRIS Network, an underground resistance that recruits you to expose the truth about the evil ties between your planet's military and the DomZ. You'll also have NP: we'll bring you more strategy next month!

The Cure for Cabin Fever.
New Platinum WaveBird™

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THE LORD OF THE RINGS
THE RETURN OF THE KING

The time has come for Sauron to be defeated and Middle-earth freed from his tyranny. You hold the fate of the world in your hands. Play well.

TEEN
T
Violence
CONTENT RATED BY ESRB

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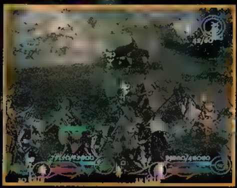
One Ring to Rule Them All

Long ago, an evil creature named Sauron created the Ring of Power. It contains his malice, his hatred and his will to dominate all life . . . and it must be destroyed. A courageous few—a fellowship—have banded together to face down Sauron's evil and rid the world of him forever. In EA's The Lord of the Rings: The Return of the King for GCN, you must take up sword, bow and staff to fight enemies both living and undead before the final confrontation inside Mt. Doom.

The Lord of the Game

The gameplay in ROTK is similar to last year's GCN smash hit The Lord of the Rings: The Two Towers. That game was fantastic, but EA wasn't content to release a lazy sequel—they have made a number of changes that dramatically alter both the gameplay and the strategy. Read on to find out the best tips for taking out Mordor once and for all.

Co-op Mode



Many of the missions can be played in two-player co-op mode. In addition to hacking Orcs with your buddies, you can import characters from separate save files.

New Characters, New Moves

Sam
3
Experience points

There are nine playable characters in ROTK—three of whom must be unlocked. Each character has a slew of new moves at his disposal.

Achieving Perfection

You will gain experience points for achieving victory in combat. The more skillfully you fight, the more EP you will earn. You can use it to purchase new abilities, combos and powerful upgrades to existing talents. Additionally, your character will gain levels when he earns enough EP. You won't get stat boosts for leveling up, but you will be able to use better skills.

Are You Experienced?

level up!
new abilities unlocked

As you fight, the Skill Meter (the round meter at the bottom left) will fill. The fuller it gets, the more EP you will receive each time you slay an enemy. The meter will drop when you take damage or stand around instead of fighting. Use combos to fill it quickly.

The Perfect Storm

perfect mode

When the meter fills completely, you will enter Perfect mode, where you will gain maximum EP.

Making the Grade

aragorn
experience points
3

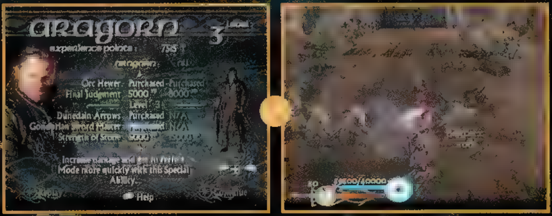
After each mission, you'll get extra EP based on your performance.

Upgrades and Unlockables

Because Aragorn is a well-balanced character who is perfect for newcomers, we're using him as an example. The chart below shows all of Aragorn's moves (especially useful ones are highlighted), as well as their cost in EP. Many of the characters can learn the same moves, but some are exclusive to Aragorn. Each character has unique moves that other members of the fellowship cannot learn.

	Aragorn	Fellowship
Level 2		
Orc Bane	5,000	8,000
Ranger Fury	4,000	N/A
Orc Hewer	1,000	3,000
Final Judgment	5,000	8,000
Level 3		
Dunedain Arrows	5,000	N/A
Gondorian Sword Master	3,500	N/A
Strength of Stone	5,000	15,000
Rising Revenge	10,000	20,000
Level 4		
Wilderness Rage	5,000	N/A
Balrog's Gambit	5,000	8,000
Level 5		
Warrior Bane	7,000	10,000
Strength of Iron	5,000	15,000
Dark Deliverance	7,000	11,000
Level 6		
Wrath of Numenor	7,000	N/A
Rivendell Arrows	5,500	N/A
Strength of the Fellowship	5,000	15,000
Shield Cleaver	7,000	11,000
Level 7		
Bane of Sauron	9,000	12,000
Kingmaker	7,000	N/A
Level 8		
Mithril Arrows	7,000	N/A
Lightning Strike	7,000	11,000
Killing Zone	10,000	20,000
Level 9		
Helm's Hammer	12,000	12,000
Level 10		
Swift Justice	12,000	20,000
Strength of Evenstar	5,000	N/A
Sword Mastery of Kings	25,000	N/A

The Best Buys


aragorn
experience points 755
3
Orc Hewer Purchased Purchased
Final Judgment 5000 8000
Level 3
Dunedain Arrows Purchased
Gondorian Sword Master Purchased N/A
Strength of Stone 5000
Increase damage and get to Perfect Mode more quickly with this Special Ability.
Help

Concentrate on buying combos—they will help fill the Skill Meter and give you more EP in the long run. Orc Hewer, Final Judgment, all of the Bane moves and any upgrades that help you achieve Perfect mode quickly (such as Kingmaker) are good purchases.

Upgrades for All

fellowship
experience points
Orc Bane
Ranger Fury
Orc Hewer
Final Judgment
Level
Dunedain Arrows
Help

You can buy moves for a single character or for the entire party. Always purchase moves for the fellowship when you can—you'll save a lot of EP in the long run.

Special Features

As you work through the game, you'll unlock movie stills, concept art, secret characters, interviews and more. It's a great bonus for fans of the film!

The Fellowship of the Ring

The six unlocked characters are shown below. You can use each one only in certain missions at first, but once you finish the game, you can take any character on any mission—except the tutorial level, where you can play as Gandalf only.

Aragorn

Well-balanced and strong, Aragorn is a good character for your first time.

Legolas

Legolas excels at long-distance combat. He's also very fast.

Gimli

Gimli is the slowest character, but also the strongest. Teach him Orc Bane immediately.

Gandalf

The white wizard is an unstoppable force. He's also very agile for a 7,000-year-old.

Sam

Sam's short figure hides a brave heart. Final Judgment is an essential move for him.

Frodo

Until you beat the game, you can use Frodo only in the final mission.

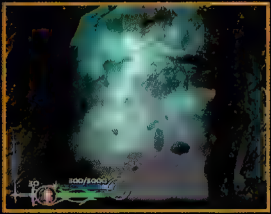
Choose Your Destiny

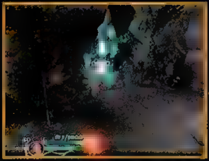
There are three paths in the game—the Wizard, the King and the Hobbits. You can play all the way through one path, or jump back and forth among all three. You must complete the first mission in a path to unlock the next one.

Path of the Dead

Aragorn's path also stars Gimli and Legolas. Aragorn is on a quest to recruit undead warriors to his side for the upcoming Battle of Pelennor Fields. Before they will join him, however, he must prove his worth on the Path of the Dead.

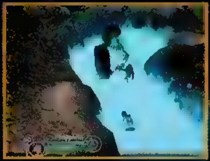
You Shall Not Pass





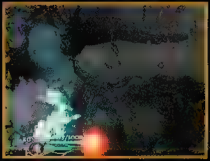
When rocks block your path, you must defeat all the enemies to find an exit.

Misty Mountains



The blue fog will slow your movement. Watch your health—it's nearly impossible to run from danger.

Rocks That Roll

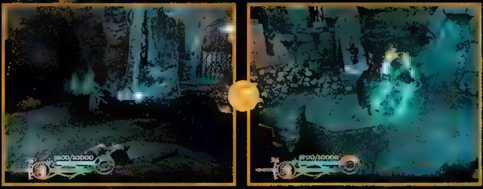


Look for ledges above groups of enemies. When you find one, go to it and use the Z Button to drop a rock.

Arrow Flurries

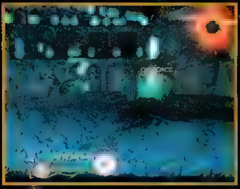
Take out the enemy archers with long-distance attacks before you drop the drawbridge.

Open the Gate



When you reach a sealed gate, run under the bridge to the other side of the wall and use the Z Button to open it. Bane moves won't work on the undead, but Final Judgment and Orc Hewer are both effective.

Over the Bridge



You must slay 35 foes to cross the bridge. Mix speed attacks with arrows to keep your health up.

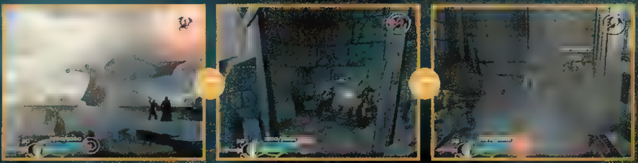
Escape from Osgiliath

At the end of the Two Towers, Sam and Frodo left Osgiliath and continued on to Mordor. Now you can see what the adventure was like as you follow Gollum toward freedom through a city under siege. Initially, you must play the mission as Sam.

Group Hugs

When you face a group of enemies, try to separate them, then take on the foes one by one. If you can pin them against a wall, they won't be able to react as quickly.

The Witch King Returns

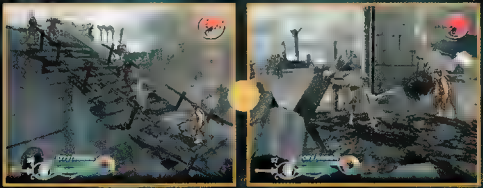


A Nazgul is flying around the city looking for Frodo. Each time you are in the open, a meter will appear in the top-right corner. If it fills, Frodo will be caught. Run into shadows, under ledges or down stairs and ladders to avoid the Nazgul's gaze.

Crowded Streets

Don't get bogged down when fighting. Take out what enemies you must to clear the way, then follow Gollum to safety.

Shelter from the Storm

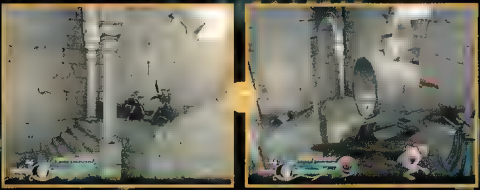


After the checkpoint, the Nazgul will appear again. Take shelter behind the rubble to your left (after the ramp), or just run for the ladder at the far end of the roof.

Run for It!

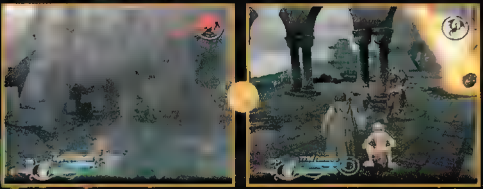
When you head for the ladder, run in a zigzag pattern to avoid arrows. Don't take out all the archers—you don't have time.

The Bell Tolls for Thee



When you reach a stairway with a bell on top, use the Z Button to push it down the steps to break open a wall and create a new door. After pushing the bell, run to the right to find a health potion.

The Nazgul's Eye

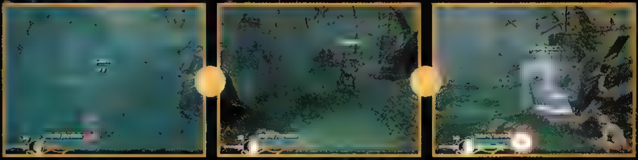


The next area is a large, open one with few places to hide. Look for arches that form a circle—such areas provide good cover from the Nazgul. While you're under cover, take out enemies with long-distance weapons.

Down and Dirty

Once you cross the final expanse, you must descend multiple ladders. Watch for Orcs that attack as soon as you hit the ground.

The Sewer Battle



When you reach the sewers, you'll battle a handful of Orcs before you reach the boss—a massive, fat Orc with two axes. Take out his henchmen with thrown weapons, then use the L and R Buttons to activate the Elven Cloak and turn invisible. Sneak behind the boss, then attack with the Y Button as soon as you're visible. Don't use combos—just get as close as you can and hammer Y in a steady rhythm.

The Road to Isengard

The first mission on Gandalf's path is a return to Isengard—home of the evil wizard, Saruman. You must help the giant Ents take down the dam and destroy the fires of industry that burn at Saruman's tower.

To the Tower

Use Orc Hewer to fell most enemies. You can also blow up explosive carts with Gandalf's staff.

Ent Misbehavin'

When you enter the large open area, you must down 75 Orcs before moving on. Don't let the Ents crush you! Stand at the edge of the fight (near the sloped road on the right is a good spot) and let enemies come to you. It's a great place to earn Perfect scores.

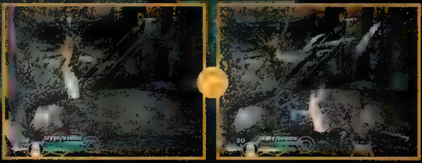
Up the Road

After the Ents clear the way, go down the path and take out all comers. Bane moves work well and give you instant Perfects.

Booooooom!

When you can see archer-filled towers on your left-hand side, use Gandalf's staff to shoot the explosive carts at their bases. You must knock down five towers in all.

Release the River

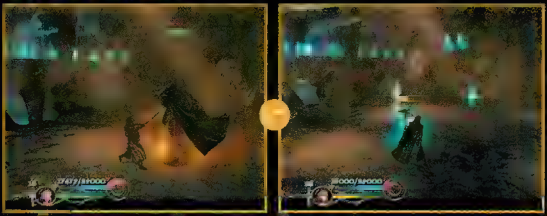


At the dam, alternate between shooting the dam and blasting the archers on the ledge above the Ent. Use speed attacks to take out the occasional close-range Orc.

King of the Dead

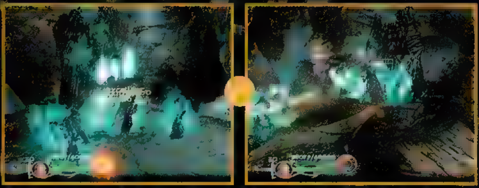
Aragorn's quest continues with a tough boss battle against the King of the Dead. Once you show the king who's boss, you must retreat through the Path of the Dead before the entire mountain crumbles around you.

Lay the King Low



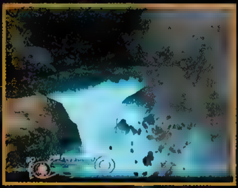
When the king appears, run up to him and start to parry. After he attacks with three sword swipes, hit him three times with the Y Button, then immediately parry again. After you block another three hits from the dead king, hit him back with three more. He will then disappear into the ground. Whenever he reemerges from the ground, keep your distance until he swings his sword around once—it's an unblockable attack. After a bit, he'll send undead warriors after you. Take them down, then attack the king again. When you see a cut scene of a ghost leaving the king, the strategy will change. Hide behind a rock when he attacks you with wind, then duck out and fire arrows. When he attacks with the sword again, you must parry five blows instead of three—but you can still respond with only three Y attacks of your own.

Make Haste



On your way out of the mountain, you'll be trapped multiple times. You must defeat all the enemies to clear a path and escape. Combos are your best friends here—especially Orc Hewer and Dark Deliverance.

Bad Fog



The fog is a real hindrance. Keep pressing forward, attacking enemies as you go.

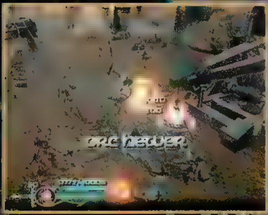
The Final Battle

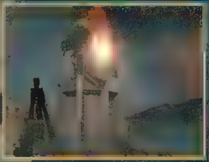
Look for health potions during the last battle—they disappear after a bit, so grab them immediately.

The Southern Gate

You can continue on Aragorn's path by choosing the Southern Gate mission. Hundreds of enemies will swarm your position—keep one finger on your bow and one on the Z Button to eliminate your foes.

Catapult Cacophony





Use three catapults in the main courtyard to knock down a tower and reveal a stairway.

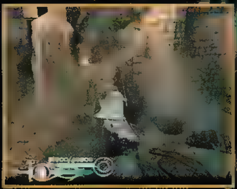
Fight . . .

The courtyard is a great place to gain a lot of Experience Points. The enemies never stop coming.

. . . Or Flee

On the other hand, it's a good place to meet your maker. When you're ready to go, head for the fallen tower.

Up and Away

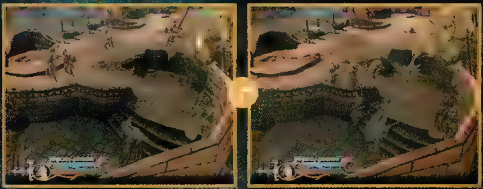


Climb up the ladder inside the fallen tower to reach the top of the castle gate.

Ambush Alley

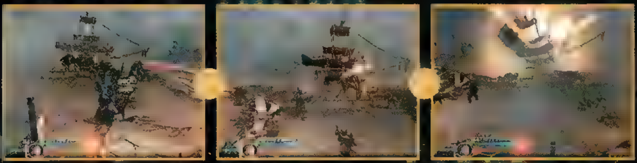
Enemies are waiting at the top of the ladder. Smash them with speed attacks.

They Have a Cave Troll!



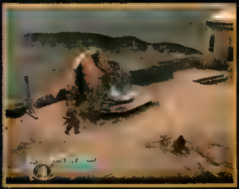
The Cave Troll at the top of the gate won't go quietly. Don't get anywhere near him—use arrows to pepper the beast from afar until it falls over. You'll need more arrows in a bit, so look for extras on the ground.

Tusks and All



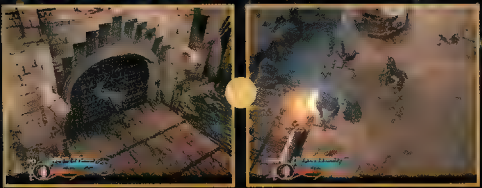
An Oliphaunt will arrive on the scene after you dispatch the Cave Troll. There are a number of archers on its back—alternate between shooting the Oliphaunt with arrows and parrying incoming fire. It will take many shots to down the beast.

The Winch



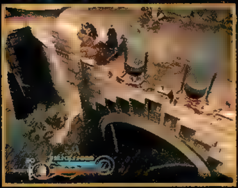
You'll need to use the winch to open the gate, but a Cave Troll at the bottom will hold the gate shut.

Give 'Em the Lead



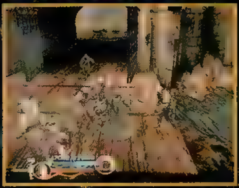
Two buckets of hot lead are sitting over the gate. Use the Z Button to knock them onto the troll below. It will take many turns to eliminate the troll—fight off Orcs while you wait for the lead to reappear.

A New Passage



With the troll gone, you can use the winch to open the gate. Get down the same way you came up.

Away to Freedom

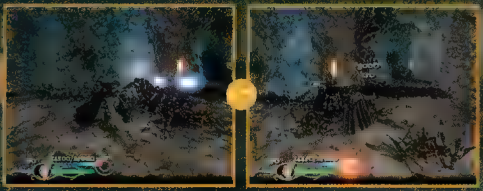


The level ends when you enter the gate. If you want extra EP, stand near the gate and attack enemies.

Shelob's Lair

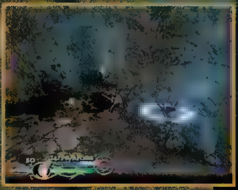
Arachnophobes will probably want to skip Shelob's Lair—you do pretty much nothing but fight a flood of hairy, skittering spiders. Ugh. But if brave Samwise Gamgee makes it through the cave, he'll have to fight Shelob herself! Double ugh.

The Soft Underbelly



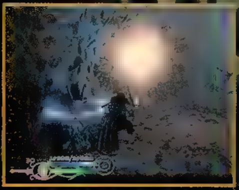
Spiders have a vulnerable underbelly. You can flip them with the X Button, but use the Final Judgment combo to get the same effect and more EP. In fact, you can get through the level using Final Judgment almost exclusively, racking up Perfect scores all the way.

Baby Spiders



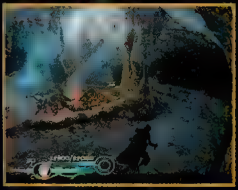
To part the black carpets of baby spiders, toss a torch into their ranks.

Flaming Webs



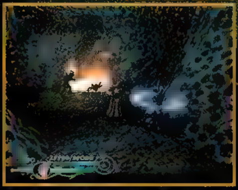
Torches are also good for taking down webs that block your way. Throw them with the Z Button.

An Army of One



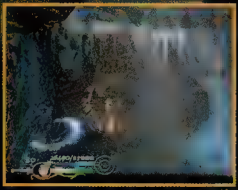
When you encounter a large army of Orcs, you can either sneak by them or toss torches at the overhead webs and rain down fire.

Burn This!



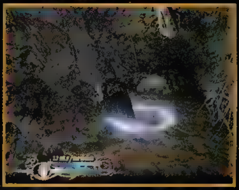
Another use for torches: burning enemies. Try tossing the flames directly at your opponents.

Dagger Danger



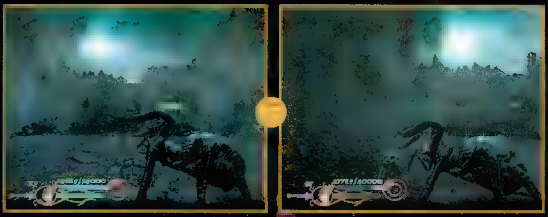
Daggers aren't much good against spiders, but they work well against Orcs. The narrow tunnels make them easy to hit.

A Rocky Road



Always look for ledges from which you can drop rocks on your enemies. It's a good way to take out multiple units in one blow.

Shelob



Shelob is as big and scary as they come, and the fight is a long one. When you first see her, run up and launch fierce attacks at her abdomen. When she turns around, retreat a little bit and wait for her to approach. Parry her attacks until she pauses, then strike her with more fierce attacks. (If you know Poison Blade, the fight is easier. Hold Y to charge the attack, then unleash it when she gets close. As she is recoiling, run to another position and charge the attack again.) Once Shelob retreats to the hillside, run as far left as you can and take out the small spiders. When you hear her screech, get out of the way—she's about to fall on you. (Once the babies are out of the way, attack Shelob as before). The third stage of the battle (after you chop off one of her legs) will be a lot easier if you use the Poison Blade strategy. Seriously consider learning the skill before you attempt the level.

All Hail the King!

The Lord of the Rings: The Return of the King is an action-packed game that's a lot of fun for anyone—and fans of the movie are going to go crazy for it. If you've already worn out your Two Towers game, ROTK is the perfect way to while away the hours as you wait for the third film's December 17th debut. We swears to play Return of the King! We swears it on the precious!

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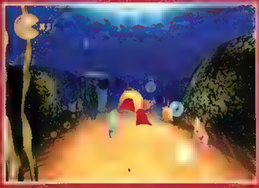

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EVERYONE E Mild Violence CONTENT RATED BY ESRB

XBOX NINTENDO GAMECUBE PlayStation.2

[illegible]

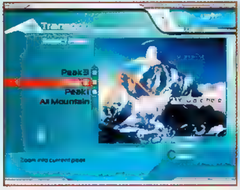
SSX 3

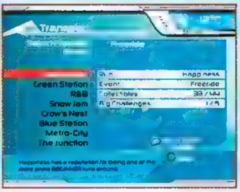
EA's SSX 3 Gives Snowboarding Wunderkinds an Übercharged Experience That Redefines "Rocky Mountain High."

FRESH POWDER

Like a fresh layer of pristine powder, SSX 3 reinvigorates the SSX series on the GCN with a mountain of all-new runs, tricks, gear and goals. One thing hasn't changed: SSX is all about tricks that defy the laws of physics!

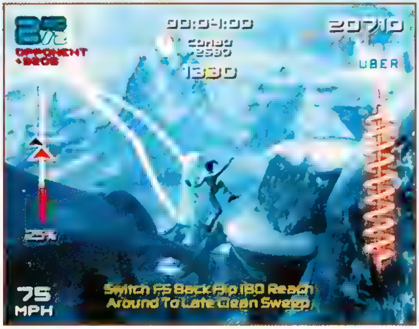
Alpine Fresh


Peak 3
Peak 1
All Mountain
Zoom into current peak


Green Station
R&B
Snow Jam
Crow's Nest
Blue Station
Metro-City
The Junction
Event
Freeride
Collectibles
38 / 44
Big Challenges
1 / 5

SSX 3 has the depth of a crevasse, thanks to the abundance of new features and content. Taking place on three unique peaks, SSX 3 gives gamers thrilling goals and objectives they won't soon forget.

Ubertricks


00:04:00
Combo
2580
1380
20710
UBER
25x
75
MPH
Switch FS Back Flip 180 Reach Around To Late Clean Sweep

An all new Ubertrick system gives players the chance to take snowboard tricks to ballistic new heights. Some Ubertricks are so sick, you need a couple hundred feet of air to land them.

EVERYONE
E
CONTENT RATED BY
ESRB

Comic Mischief
Mild Violence

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Big Mountain

All of the SSX 3 action focuses on one enormous mountain that's split into three peaks. Boarders can ride from the top of a peak down several connected runs, making for one long (and exhilarating) cruise to the bottom.

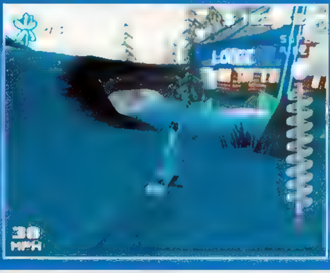
Black Station
Gravitude
Much-2-Much
Perpendiculous
Kick Doubt

MONEY, MONEY, MONEY!

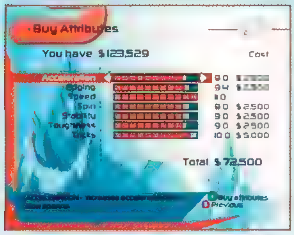
Sometimes it's not about love of the sport and respect for the mountain—it's about the cash money! Earn some bling by boarding through Race, Freestyle and Freeride runs. Place first in Race and Freestyle competitions to earn big prizes, filling your pockets with the green you need to upgrade attributes and gear. You can also connect to the GBA version of SSX 3 to transfer cash between the two games.

The Lodge

When you're ready to get out of the cold, warm up with a mug of hot chocolate and start spending your cash, hit up the Lodge. There you can purchase equipment, skills, music and special extras. To reach a Lodge, use the transport to fly to any of the five stations on the mountain.


LODGE
38
MPH

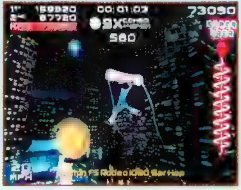
Invest in Yourself


Buy Attributes
You have $123,529
Cost
Acceleration
Edging
Speed
Spin
Stability
Toughness
Tricks
9.0
9.4
10
9.0 $2,500
9.0 $2,500
9.0 $2,500
10.0 $5,000
Total $72,500
Buy attributes
Previous

Earn some scratch by placing among the top three competitors in a Race or Freestyle event. Once you've got something to spend, upgrade your attributes—it'll make winning that much easier.

It Takes Billz to Buy New Skillz

Mute
Indy
Stalefish
Method
Tail Grab
DONE
Previous

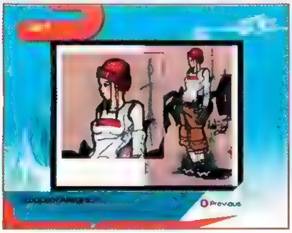

159820
87720
00:01:03
9X
580
73090
28
MPH

You'll start out armed with some amazing tricks, but you'll have to shell out some cash if you want to upgrade to the most amazing aerial maneuvers. Check out the Ubertrick Setup under Rider Details at any lodge to see a detailed breakdown of your moves and to shop for new ones.

Buy Some Friends

Worried that some of your favorite SSX riders aren't in SSX 3? Quit your fussing—they may be gone, but they aren't forgotten! You can unlock 'em by completing objectives and purchasing them at the lodge under the Rider Rewards menu. There may even be a few surprises . . .

Collector's Corner



Piling even more replay value onto an already feature-rich game, the designers have incorporated dozens and dozens of collectible art, posters, action figures and trading cards into SSX 3. You can purchase some items at various lodges, but you'll have to earn other items by completing difficult objectives.

Snowboard Couture

Blue Art Deco
Select
Previous

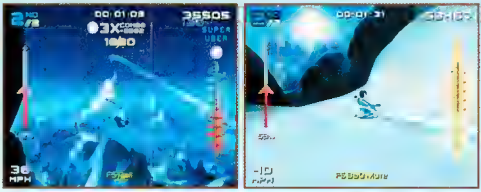
4TH
00:00:31
3321
COMBO
470
32
MPH

Nobody wants to look like a poser. Thankfully, with all the gear you can earn and buy, you won't have to! Acquire a fresh style with new clothes, hats, boards and even hairstyles by winning competitions, completing objectives or buying them at the lodge.

RACE

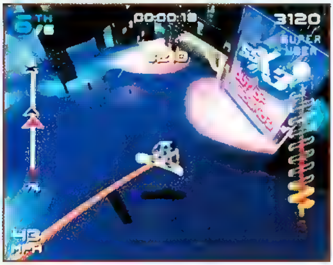
As in previous games in the SSX series, racing events in SSX 3 are about pure speed. Often, that means getting to the bottom of the run any way you can—whether by sneaking through shortcuts or bruising the competition with a punch to the face. You'll have to qualify through three heats, so don't spare the wax!

Got Boost to Burn?



While you're racing, try to land tricks—each one will fill your meter, giving you boost to burn. If you can pull off four Ubertricks and five Super Ubertricks in one race, you'll have unlimited boost at your disposal for a short time. With it, you can charge to the head of the pack easily.

Rules Are for Losers



Watch for Out of Bounds markers—when you find one, ignore the warning and crash through the glass barrier. Out of Bounds areas often work as shortcuts, allowing you to get down the mountain much faster than your law-abiding competitors.

Snowy Smackdown

When you're head-to-head with another rider and you feel a mean streak coming on, knock down your adversary—he'll trouble you no longer and you'll fill your meter.

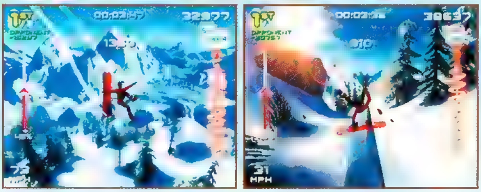
Charge Ahead

As you're shredding down the mountain face, look for lightning-bolt icons and grab them before the other riders can—they'll give you a brief speed boost.

FREESTYLE

Freestyle events like Big Air and Slopestyle are point-earning bonanzas. Instead of trying to blaze down the peak, riders attempt to collect as many points as they can on a single run by pulling off wicked tricks. The best way to win a Freestyle event is to plan your run so that you take advantage of the wildest terrain and biggest point multipliers to earn enormous point totals.

Gimme Some U-B-E-R!

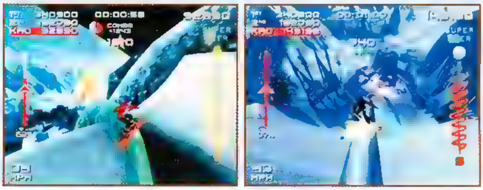


To pull off one of SSX 3's fabulous new Ubertricks, you'll need to fill your trick meter by landing standard tricks. When your meter is full, press the B Button and a combination of other buttons to execute an Ubertrick. If you land four Ubertricks and fill in the word UBER, you can start doing Super Ubertricks!

Clock Management

In areas like the Super Pipe, it's easy to get caught up in pulling off massive tricks without watching the clock. Remember: if the timer drops to zero before you end the run, you'll lose all the points you've accumulated. Execute as many tricks as possible before the timer runs out, but remember to save enough time to streak to the finish.

Do the Math

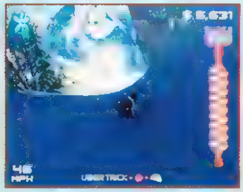


Big tricks are great, but the key to doing well in Slopestyle is to collect trick multipliers. While you're pulling off a huge trick, grab one to multiply the number of points you earn by two, three, five or even 10! If you crash and fail to land the trick, all the precious points will be lost.

FREERIDE

For riders looking to cruise without any distractions, there's nothing quite like Freeride. Choose a run you've unlocked and enjoy a pressure-free descent. Freeride is a great mode for collecting hard-to-reach bonus items and mastering difficult runs. If you see a big column of colored light, ride into it to test your boarding skills on a Big Challenge.

Ice-Cold Cash



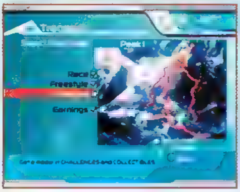
Look ahead for glowing blue snowflakes—if you pick one up, you'll earn a nice cash bonus. The snowflakes are scattered around every run—to collect them all, find all of the paths down, including shortcuts. Many items are tucked away in high, hard-to-reach areas.

Pipe Dreams

$ 6,500
6X
MPH
TRICK

You can rocket into near-earth orbit on the gargantuan Super Pipes. The vertical splendors will give you all the air you need to pull off the most wicked Ubertricks and Super Ubertricks. Use Freeride mode to practice your tricks without the crushing pressure of Freestyle competition.

Plan Your Descent

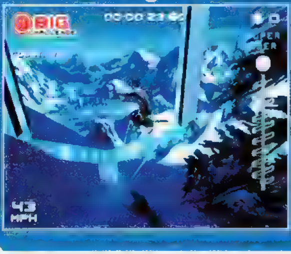


From the pause menu, select Transport to see a detailed breakdown of the runs that make up each peak. You can identify which runs connect to make for a marathon boarding session. From the pause screen, select Transport to zoom effortlessly via aircraft to any other run or peak on the mountain.

Big Challenges

While you're cruising down the mountain in Freeride mode, watch for Big Challenges—they'll look like huge columns of colored light. Big Challenges are often astoundingly difficult, but for completing them you'll be rewarded with cash and a warm, fuzzy feeling.

Peak 1—Beginner



On Peak 1, Big Challenges aren't all that challenging—for the most part, you'll be leaping through hoops and slaloming between gates. The first challenges offer a great way for riders to hone their skills to a razor's edge.

Peak 2—Intermediate

BIG
SUPER
UBER

Peak 2's Big Challenges offer some unique objectives, like Yard Sale, in which you have to help out a skier by picking up his lost gear. Ridge Runner will force you to grind your way through a section of the run without touching the ground.

Peak 3—Experts Only

25984
5X
1400

Expect to face the most mind-bending challenges imaginable on Peak 3—only riders operating on a higher plane of existence stand a chance. You'll find challenges like Play It Safe, in which you must earn 300,000 points without falling.

ENDLESS WINTER

As if all the gleaming new material in the Nintendo GameCube version of SSX 3 weren't enough, you can connect to the GBA version of the game and transfer the cash you've earned between the two titles. Thanks to connectivity, Big Mountain's three massive peaks, the heap of unlockable extras and the freedom of Freeride, you'll be playing SSX 3 long after the snow outside has melted.

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A How old are you?
1 Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B Sex
1. Male 2. Female

C. Do you own a Nintendo GameCube?
1. Yes 2. No

D. Have you played the Mario Kart: Double Dash!! bonus disc?
1. Yes 2. No

E. How often have you reserved a copy of an upcoming game before its release?
1. Once 2. Twice
3. Three times 4. More than three times

F. What is the best reason to reserve a copy of an upcoming game before its release?
1. To receive a bonus gift
2. To ensure that you will get a copy of the game
3. To ensure that you will get one of the first copies of the game

G. What gaming genre is best represented in the Nintendo GameCube library?
1. Action/Platformer 2. Adventure
3. Fighter 4. Puzzle
5. Racing 6. RPG
7. Shooter 8. Sports
9. Strategy

H. What gaming genre is least represented in the Nintendo GameCube library?
1. Action/Platformer 2. Adventure
3. Fighter 4. Puzzle
5. Racing 6. RPG
7. Shooter 8. Sports
9. Strategy

I. What is your favorite gaming genre?
1. Action/Platformer 2. Adventure
3. Fighter 4. Puzzle
5. Racing 6. RPG
7. Shooter 8. Sports
9. Strategy

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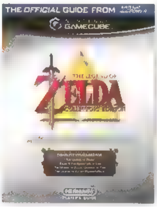

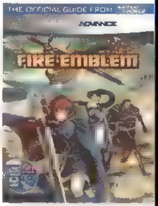

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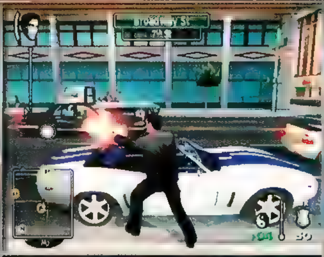
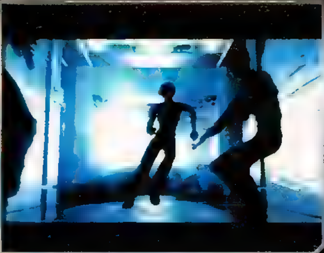
RAPID-FIRE PREVIEWS

A HOST OF HARD-HITTING TITLES IS COMING TO THE GCN, AND WE'VE GOT SNEAK PEEKS OF THE BEST AND BRIGHTEST. GRAB A CONTROLLER AND GET READY FOR NONSTOP ACTION, ACTION, ACTION!

XIII



TRUE CRIME: STREETS OF L.A.



RESIDENT EVIL CODE: VERONICA X

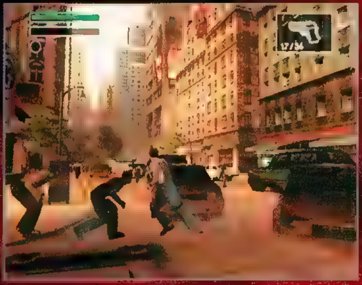
FREEDOM FIGHTERS

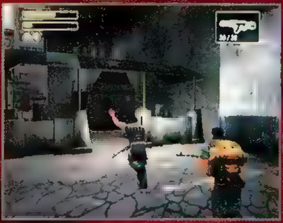
BACK IN THE U.S.S.R.

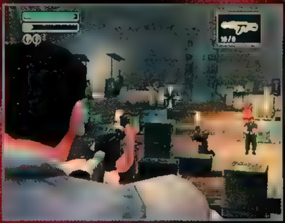
PUBLISHER
ELECTRONIC ARTS

RELEASE DATE
OUT NOW

Combining a B-movie plotline with A-level action, Freedom Fighters takes place in an alternate universe in which the Soviet Union launches an invasion of New York. As a plumber who is newly recruited into the resistance army, you must fight through crowded streets and buildings full of soldiers to repel the communist threat. The T-rated game was created by Io Interactive (the group that designed Hitman 2: Silent Assassin) and features stylish gameplay intermingled with plenty of "evil empire" references—including fake newscasts that are nothing short of hilarious. Though you begin the game on your own, you'll eventually earn fame and respect in the resistance, which will let you recruit fighters to your cause. Your soldiers will then follow your commands, which you issue with simple button taps—no complicated maps or premission setup to worry about—creating action that is fast and furious, but smart. Freedom Fighters also offers a multiplayer mode that lets you play as either the Soviets or the Americans.







Many squad-based action games are hopelessly complex, but Freedom Fighters is a snap to control. The level design is also superb.

MEDAL OF HONOR: RISING SUN

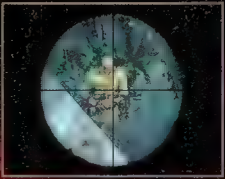
TORA, TORA, TORA!!

PUBLISHER
ELECTRONIC ARTS

RELEASE DATE
NOVEMBER 2003

THE SUN ALSO RISES

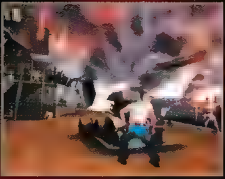
The first GCN Medal of Honor game (Frontline) placed you in the boots of a young soldier storming Normandy during World War II. The newest title in the series, Medal of Honor: Rising Sun, also takes place during World War II—but this time you're a marine, and you'll fight the Japanese in the Pacific Theatre. Featuring tons of real-world weapons and an attention to historical detail that's unmatched, MOH: RS is sure to appeal to FPS fans, action aficionados and history buffs alike. The T-rated title has no blood or gratuitous violence, though it contains many scenes of intense wartime action.



MOH: RS has 10 massive levels—and we mean massive. It can easily take you an hour to blast through some of the larger areas, and that's if you're already familiar with the terrain. Luckily, a new midlevel save feature makes the going easier.

A DAY OF [illegible]

Medal of Honor games have a tradition of creating unbelievably good opening missions, and Rising Sun is no exception. As Marine Corporal Joseph Griffin, you are stationed on a ship that's docked at Pearl Harbor on December 7, 1941. When the Japanese air force launches a surprise attack, you'll be thrust into a battle beyond description. It's a stunning re-creation of a dark day in America's history.



Once you escape the burning ship, you'll have to fight off incoming planes and torpedoes with an anti-aircraft gun. When the ship is saved, you'll become the gunner in a small boat and lead the *USS Nevada* to safety.

INTO THE BREACH

If you manage to survive Pearl Harbor (no easy task), you'll be sent island-hopping in the Pacific Ocean. From the beaches and deserted towns of the Philippines to the dense jungles of Guadalcanal—and even the bridge on the River Kwai—each area has been painstakingly researched and rendered. If the Allies performed a major action somewhere, you can bet that it's in the game. They even brought in a former military officer, Captain Dale Dye, to serve as the game's technical advisor.

First-person-shooter missions comprise the bulk of the action. Some are stealthy raids on enemy sites, while others are run-and-gun outings in which your only focus is survival.

IT'S SO REAL

MOH:RS features more than 20 actual weapons from the 1940s. It also has an all-new co-op mode, so you and a friend can battle through the entire game together. And if friendly fire isn't your bag, you can always challenge your buddies (up to four can play at a time) to a skirmish in one of 10 team arenas. In solo gameplay, you'll find that there are multiple paths to victory, with different choices creating new experiences every time you play. There's also a deep story, tons of unlockables and numerous hidden objectives and features. It's time to go to war!

Hidden objectives include rescuing friendly soldiers, recovering stolen intelligence and finding secret objects. The story revolves around your search for your brother, and is said to tie in with the next Medal of Honor game—on which EA is already hard at work.

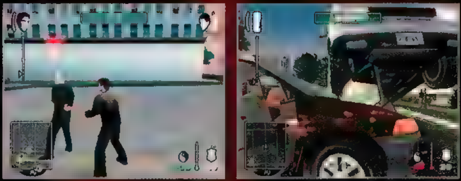
TRUE CRIME: STREETS OF L.A.

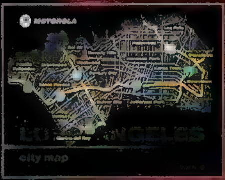
THIS IS ONE SMOOTH CRIMINAL

PUBLISHER
ACTIVISION
RELEASE DATE
NOVEMBER 2003

TRUE CRIME PAYS

Activision's long-awaited action title, True Crime: Streets of L.A., is here—and it's everything that the developers have been promising. Touted as the successor to Grand Theft Auto, True Crime possesses many of the elements that make the GTA series so popular, while fixing a number of its flaws. Because you are a cop trying to bring law and order to the city, the game has a less mean-spirited feel than GTA—but it still retains a sense of freedom. Go anywhere. Do anything. The streets of L.A. are yours.

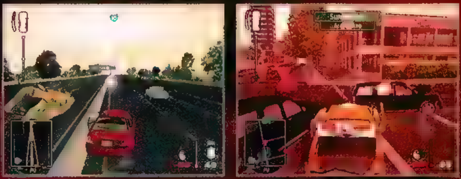




The in-game Los Angeles is modeled on the real city, and the attention to detail is amazing. The massive city contains hundreds of recognizable buildings, streets and suburbs. If you know the real streets of L.A., you won't even need the in-game map.

MISSIONS POSSIBLE

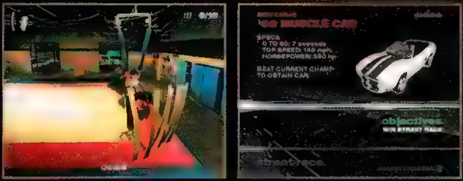
True Crime's gameplay is built around dozens of missions—some of which are simple and short, and others of which are quite involved. Between missions, you'll be able to stop random crimes, track down fleeing suspects or just cruise around the city and take in the sights. How you solve the missions, however, is up to you. Will you take the soft approach and try to arrest all evildoers, or strike with the closed fist of justice? You won't want to dawdle too long, however—True Crime's main missions contain a well-written story that's as deep as any hard-boiled crime novel.



If you obey the law and arrest criminals, you'll earn Good Karma. If you behave like a hooligan, you'll earn Bad Karma. Be careful! If you stray too much toward the dark side, the citizens and police will turn on you.

GO PLAY INSIDE

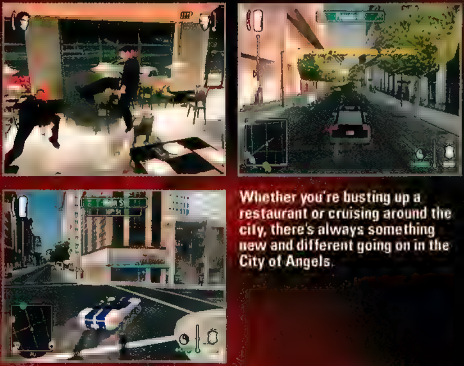
Many times in the game, you'll be able to enter buildings. Inside, expect to see realistic-looking spaces and intricately modeled environments. Most everything you see is destructible, too—which only adds to the joy. As you move through the game, you'll earn upgrades to characters' fighting skills, your arsenal of weapons and your collection of automobiles by completing side quests or entering special areas (such as a gym). It's another reason to play nice, as you purchase skills with points earned for good deeds.



Fighting skills are invaluable, as are new autos. You can either pick up one of your cars from the many garages around the city, or commandeer vehicles from passersby—just try to return each car in one piece.

PUMP IT UP

Driving, running and shooting make up much of the game, but there's also a lot of hand-to-hand combat. The fighting engine is pretty deep for a game that has so much going on, including grapples, rolls, blocks and a combo system that lets you use unbelievable moves. True Crime is bold, attempting to pull off multiple gameplay techniques with style—and for the most part it succeeds. It's not for everyone, however. True Crime is rated M for a host of reasons, including pervasive violence and strong language.



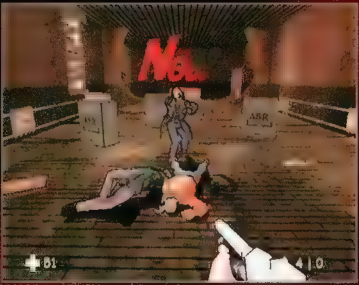
Whether you're busting up a restaurant or cruising around the city, there's always something new and different going on in the City of Angels.

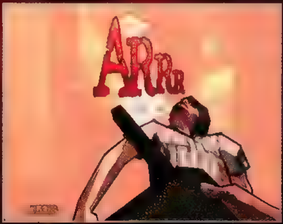
XIII

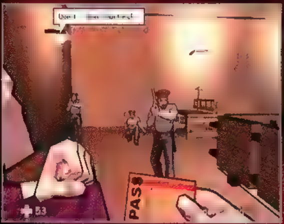
YOUR LUCKY NUMBER

PUBLISHER
UBISOFT
RELEASE DATE
NOVEMBER 2003

A secret agent with no past will become a secret agent with no future unless you take on the challenge of Ubisoft's newest first-person shooter. XIII (pronounced "thirteen") is based on a popular series of French graphic novels and revolves around a spy who may have assassinated a popular political figure. You'll have to use a variety of skills, stealth moves and weapons to clear your name, but it won't be easy—enemies and danger lie around every turn. The game features the vocal talents of David Duchovny (Agent Mulder from *The X-Files*), Adam West (Batman in the '60s TV series) and hip-hop superstar Eve, as well as amazingly groovin' retro music by Future Primitive Sound. Between the cel-shaded graphics, multiple-panel cinema scenes and use of on-screen words to signify noise (you'll see the words "tap tap tap" when an enemy is approaching), XIII is a sleek and stylish title that totally immerses you in the world of a graphic novel. XIII doesn't shy away from a good fight and is rated M for violence and blood (which can be turned off).







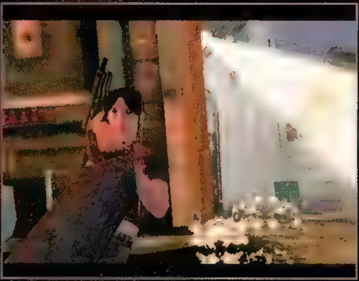
In addition to the usual array of guns (shotguns, handguns, rifles and the like), XIII sports a huge assortment of nonlethal melee weapons. Chairs, ashtrays, brooms, shovels, bottles and more can pack punch in a pinch.

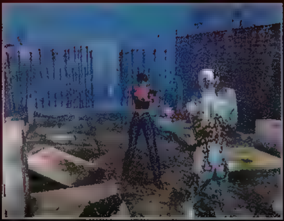
RESIDENT EVIL CODE: VERONICA X

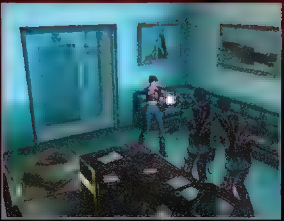
DANCIN' AT THE ZOMBIE ZOO

PUBLISHER
CAPCOM
RELEASE DATE
NOVEMBER 2003

Fans of the survival-horror genre will get another terrifying GCN experience when Resident Evil Code: Veronica X explodes onto the system. Spanning two discs, the game tells the continuing story of Claire Redfield, the star of Resident Evil 2. Trapped on a mysterious island after a failed attempt to rescue her missing brother, Claire must battle the undead as she races to discover yet another secret of the Umbrella Corporation. (Do they ever have good news? We think not.) The title is a port of the Sega Dreamcast game of the same name. While Code Veronica has received a few updates for the GCN (and many of the load times have been shortened), the graphics and gameplay are fairly close to the original. The game has more weaponry than most Resident Evil titles, including Bolt Guns (large crossbows), dual submachine guns and more. Naturally, the monsters never stop coming, and they like to pop out of the most unlikely places. The title is rated M for serious blood and gore, so if that doesn't scare you off, expect a lot of long, sleepless nights.







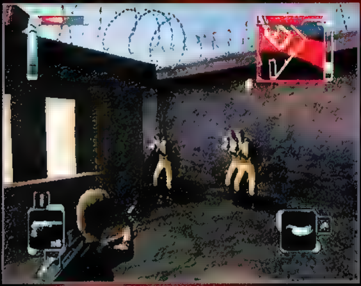
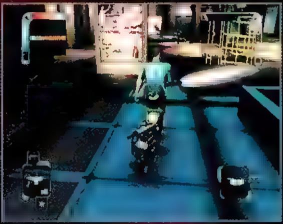
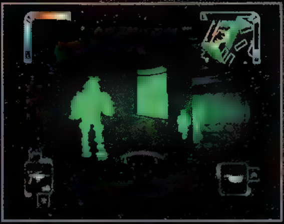
The character models have been slightly updated from the Dreamcast version, resulting in a nicer-looking game. Capcom has also brought back a great control feature from the GCN Resident Evil—the ability to make your character walk and run with the R Button.

ROGUE OPS

PUBLISHER
KEMCO
RELEASE DATE
NOVEMBER 2003

SILENT AND DEADLY

Building on the success of stealth-action titles such as Splinter Cell and Metal Gear Solid, Kemco's Rogue Ops puts you in the shoes of a beautiful and deadly secret agent named Nikki. Armed with the latest in high-tech gadgets and a whole lot of kung fu, you must progress through eight huge missions and foil a vile terrorist plot. Nikki can hide in shadows, climb drainpipes and use a wide variety of weapons. She can also sneak up on opponents and either pick their pockets or attack them from behind. (If you attack an unaware enemy, you must complete the move by performing a button combo—a nice touch that adds tension.) The detail elements of the game are very well done, including nicely animated cut scenes and a smooth frame rate. Many of the puzzles have multiple solutions (should you knock out a guard and steal his key card, or sneak around and bypass the alarm?), which is sure to appeal to anyone who likes to use the head as well as the trigger finger. A bloody game with a bawdy sense of humor, Rogue Ops is rated M.

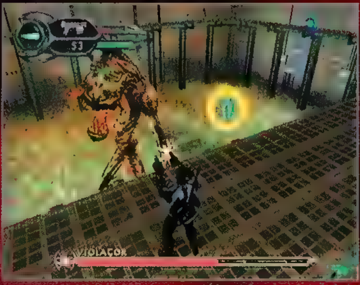
Two of your secret gadgets are the V.I.S.O.R. (a pair of glasses that let you see through walls) and the Flycam (an airborne camera that you can send down hallways and into rooms). The gadgetry visuals, including heat trails and fish-eye lenses, are superb.

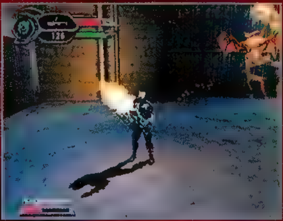
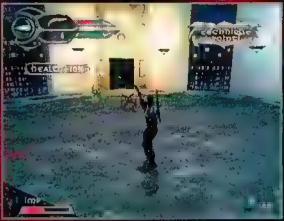
SPAWN: ARMAGEDDON

PUBLISHER
NAMCO
RELEASE DATE
NOVEMBER 2003

BACK FROM THE DEAD, Y'ALL

Spawn is a wildly popular comic-book series, and now the action is coming to a GCN near you. Spawn: Armageddon boasts a brand-new story that incorporates many of the characters from the comic, including The Clown, Violator, Mammon and more. The game is huge—25 levels!—and takes place in locations such as a high-rise office building, an outer-space satellite and the bowels of hell itself. Along the way, Spawn will learn to use his familiar weapons and talents, including his cape, chains and Necroplasm. He'll also get a wide array of heavy weaponry such as duel miniguns and a sawed-off shotgun. The game contains a few simple puzzles and multiple platforming areas, but the main focus is on eliminating your dark foes. As you dispatch enemies, you'll earn points that enable you to purchase upgrades. All the enemies have a weak spot, and if you find it and use it, you'll gain extra points. There are also collectible comic book covers, secret unlockables and lots more. The M-rated title contains plenty of blood, gore and harsh language.



All the action takes places from a third-person perspective, including the megatough boss battles. As befits a tough cookie such as Spawn, the soundtrack is composed almost entirely of crunching electric guitar solos.

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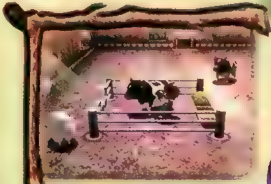

A new system to raise animals and grow vegetables!

RATING PENDING

RP

CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more ratings information.

NINTENDO GAMECUBE

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Goku and the gang bust out their formidable fighting abilities on the Nintendo GameCube.

DRAGON BALL Z®
BUDOKAI 武道会™

CLASH OF THE SAIYANS

For Dragon Ball Z devotees and fighting game fanatics, nothing could get the blood pumping like Atari's Nintendo GameCube debut of Dragon Ball Z: Budokai. As you play through classic Story-mode sagas and earn new characters and rare capsules, you'll discover Budokai's RPG-like depth. To triumph over the impending showdown with destruction-craving villains, you'll have to train long and hard.

TEEN T
CONTENT RATED BY ESRB
Animated Blood
Mild Violence

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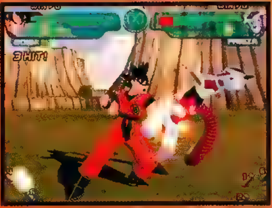
MODES OF PLAY

- ***Story***
  In Story mode you'll follow in the footsteps of the legendary Saiyan Goku as he battles the most notorious enemies from the TV series. While you play through three thrilling sagas, you'll encounter Frieza, the androids and even the insidious Cell. New game modes that become available when you complete Story mode allow you to play as a bad guy!
- ***Duel Mode***
  Go head to head with a friend or the computer in an epic throwdown. Play through Story mode to unlock new and exciting duel stages.
- ***World Tournament***
  Choose your favorite fighter and claw your way to the top of the World Tournament to become the champion. In addition to proving your fighting prowess, winning the World Tournament will earn you a sizeable stack of Zenie to spend at the shop.
- ***Practice Mode***
  Run your favorite characters through a grueling training regimen to master all of their advanced techniques.
- ***Edit Skills***
  Stop by Mr. Popo's Skill Shop to buy skill capsules, then equip your fighters with your new purchases. You can also view all of your capsules using the skills list.
- ***Legend of Hercule***
  Conquer the World Tournament in Adept mode to unlock the Legend of Hercule—it allows you to play Hercule's hilarious story, in which you'll face off against 11 legendary foes.

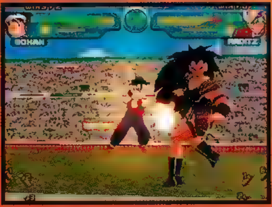
BATTLE BASICS

Ground-Pounding



When you're face to face with your opponent, hit with a string of punches or kicks, then wipe out your adversary with a special move like Goku's Kamehameha. On the Pause menu, look for the skills list—you can use it as a quick reference for how to pull off the special moves you have equipped. Special attacks use Ki, so power up your Ki Gauge by holding the B Button and double-tapping back on the Control Stick—you'll be supercharged in no time.

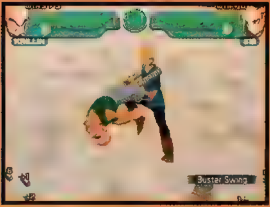
In the Air



Take the battle to the sky by launching your opponent into the air with a powerful kick or punch. The fight will continue high above the ground. Double-tap forward toward your opponent, then lay into him with everything you've got—if you hit him hard enough, you can send him crashing through the scenery or fling him out of the arena. Beware—while hovering in the air, you, too, are vulnerable to getting batted out of the arena.

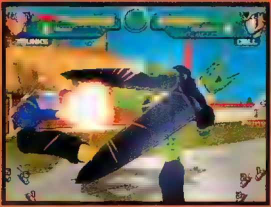
ADVANCED TECHNIQUES

Grapple & Throw


KRILLIN
CELL
Buster Swing

If your opponent is blocking every attack, try a grab move—the body-slamming, gut-pummeling maneuvers are difficult to block and can cause serious damage.

Ring `Em Out



In World Tournament competition, sometimes the easiest way to defeat your foe is to ring him out. Push him to the edge of the ring or into the air and hit him with a heavy strike to eject him out of the ring.

Hyperspeed

PICCOLO
RECOOME

Press the A and Y Buttons just as your opponent comes at you with a power attack to activate Burst mode. During the ultra-fast brawl, rotate the Control Stick and tap the A and Y Buttons to win.

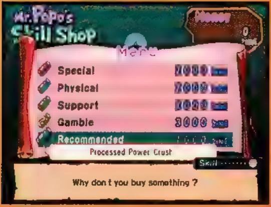
The Big Guns

VEGETA
ZARBON

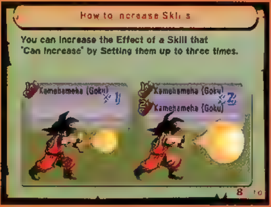
Collect and equip rare capsules to execute the most devastating techniques. To pull off a special attack like Vegeta's Galick Gun Cannon, study your move list to learn the correct button combos.

SPECIAL FEATURES

Customize `Em


Mr. Popo's Skill Shop
Menu
Special
Physical
Support
Gamble
Recommended
Processed Power Crust
Skill

Why don't you buy something ?


How to Increase Skills
Kamehameha (Goku)
Kamehameha (Goku)
Kamehameha (Goku)

You can Increase the Effect of a Skill that "Can Increase" by Setting them up to three times.

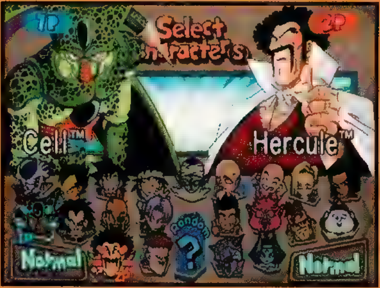
Skills and abilities are packed into capsules you can earn by playing Story-mode chapters or by purchasing them at Mr. Popo's Skill Shop. Capsules come in four varieties: Special, Physical, Support and a fourth game feature category. To use a capsule, you must load it into the Custom Tray—you can equip up to seven capsules. Watch for special rare capsules!

Unbelievable Unlockables

You can unlock new characters and capsules by playing through all regular and unlocked Story-mode levels. You can then access even more players and levels by fighting through all World Tournament levels. Collect all seven Dragon Balls to be granted a wish. What will you wish for?

CHOOSE YOUR FIGHTER

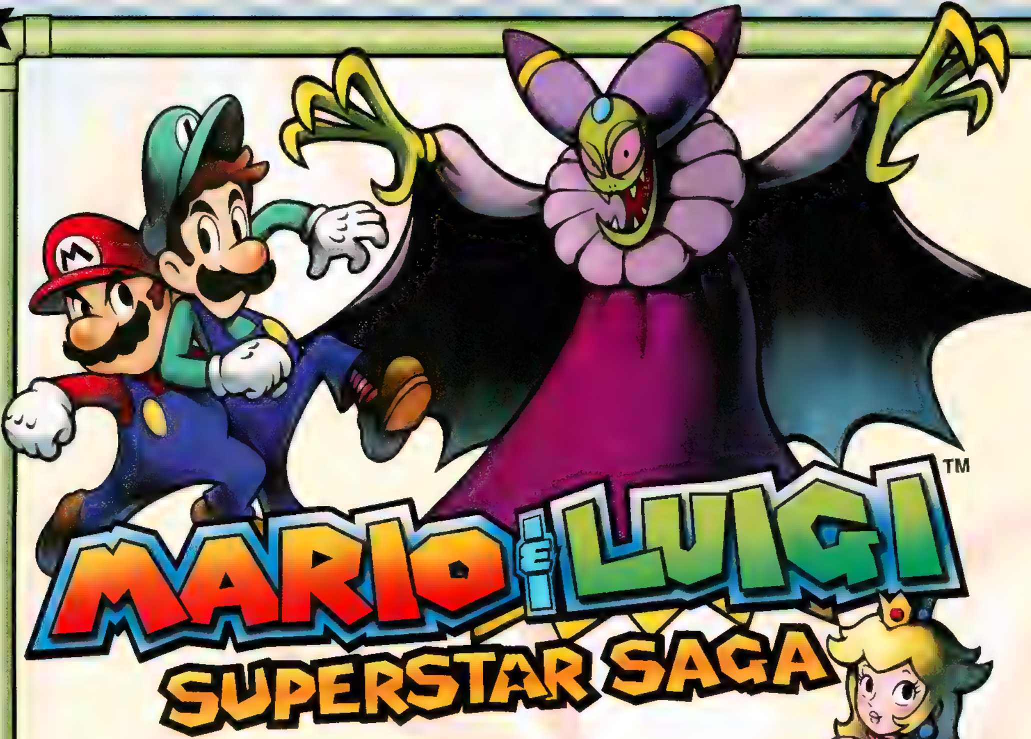
When you begin, only five playable characters are available—you'll have to unlock the rest. Look below for a complete list of unlockable characters. Characters listed in black are starting characters, those in red are unlockable in Story mode, and those in green are unlocked in World Tournament.


1P
2P
Select Characters
Cell™
Hercule™
Random
Normal
Normal

- **Goku**
- **Kid Gohan**
- **Krillin**
- **Piccolo**
- **Tien**
- **Android #16**
- **Android #17**
- **Android #18**
- **Android #19**
- **Cell**
- **Dodoria**
- **Frieza**
- **Ginyu**
- **Nappa**
- **Raditz**
- **Recoome**
- **Teen Gohan**
- **Trunks**
- **Vegeta**
- **Yamcha**
- **Zarbon**
- **Great Saiyaman**
- **Hercule**

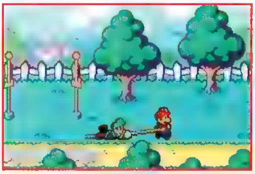
THE SAGA MARCHES ON...

DBZ: Budokai's staggering volume of unlockable content gives it near-limitless replay value. Be sure to check out Game Watch for a fascinating interview with Chris Sabat, the voice actor who plays Vegeta, Piccolo and Yamcha in the *Dragon Ball Z* TV series.

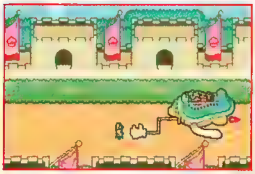


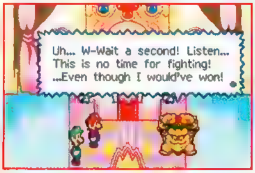
NINTENDO'S HILARIOUS ACTION-RPG PROVES THAT TWO HEROES ARE BETTER THAN ONE.

The latest entry in the Game Boy Advance's ever-burgeoning line-up of stellar RPGs is a unique and delightfully bizarre adventure starring everyone's favorite plumber . . . and his brother, Mario. In case you're wondering about that last part, poor Luigi takes such a ribbing in Superstar Saga that we wanted to turn the tables a bit. After all, Mario never would have escaped from that haunted mansion if it weren't for his brother's resiliency and courage, so a little appreciation seems in order.

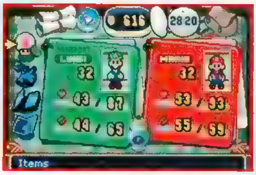


The Mushroom Kingdom is enjoying a rare moment of tranquility when an ambassador from the neighboring Beanbean Kingdom steals Princess Peach's voice and replaces it with explosives. Mario rushes to the scene, with his loyal brother trailing right behind.





Uh... W-Wait a second! Listen... This is no time for fighting! ...Even though I would've won!



EVERYONE E CONTENT RATED BY ESRB

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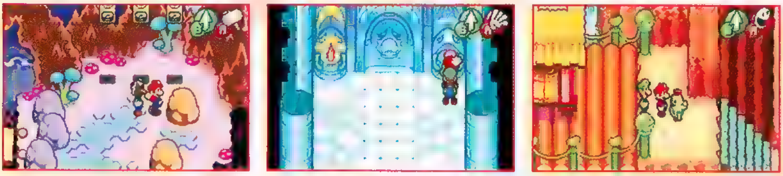
Developed by ALPHADREAM.

BROTHERS GOTTA WORK TOGETHER

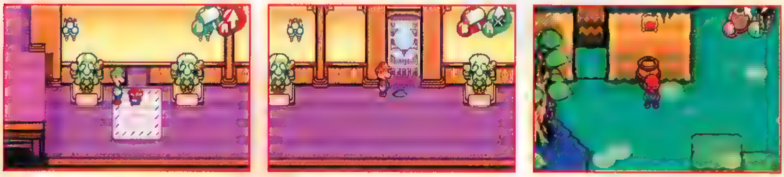
In Mario & Luigi: Superstar Saga, you'll control both brothers simultaneously, with one following behind the other as you direct them with the Control Pad. The character in front can perform Solo Actions, while the character in the rear can initiate cooperative moves called Bros. Actions. To flip-flop the brothers' positions, press the Start Button.

ACTION ICONS



The icons in the upper right-hand corner of the screen indicate which action will be performed if you press the corresponding button. You can switch the icons by pressing R for the character in front and L for the character in back.

BROS. ACTIONS

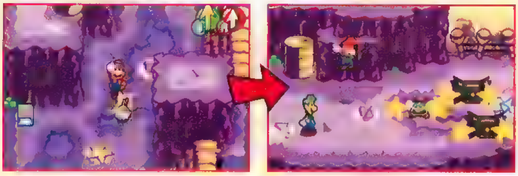


With a Bros. Action, the rear character uses the front character to perform a special maneuver. Press the L Button to choose an action, then press B to execute it. Unlike Solo Actions, Mario's and Luigi's Bros. Actions are unique to each brother.

BATTLING BEANBEAN KINGDOM'S BADDIES

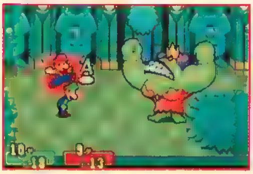
In contrast to many RPGs, Superstar Saga has no random encounters. Battle commences only when you come in contact with an enemy on the field. The skirmishes are turn-based, menu-driven affairs, but you can inflict extra damage and dodge your enemies' attacks with well-timed button presses. Such action elements help to keep the battles interesting.

GET THE JUMP ON YOUR OPPONENTS



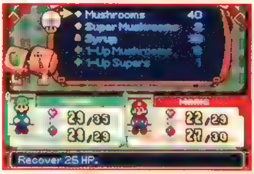
How you come in contact with an enemy on the field will affect how the battle begins. If you stomp on the enemy, all of your foes will take damage before the fight gets underway. If you hit it with your hammer, some of them may start out dizzy.

BROS. ATTACKS



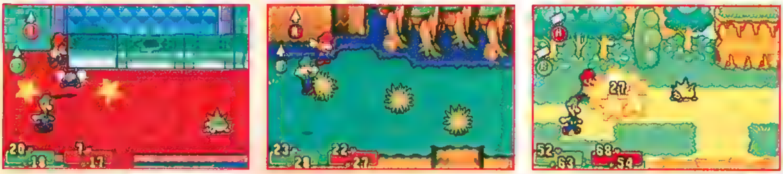
In addition to their Solo Attacks, Mario and Luigi will learn a variety of Bros. Attacks—offensive maneuvers that require them to work in tandem through a series of button presses. Bros. Attacks have three modes. Stick to mode 1 until you get the timing down, then switch to the higher-numbered modes to deal more damage.

STAYING HEALTHY



There are no inns where Mario and Luigi can rest, so you'll need to keep stocked up on items to replenish their Hit Points and Bros. Points. You can find Mushrooms, Nuts and Syrup on the field, plunder them from enemies or purchase them in shops.

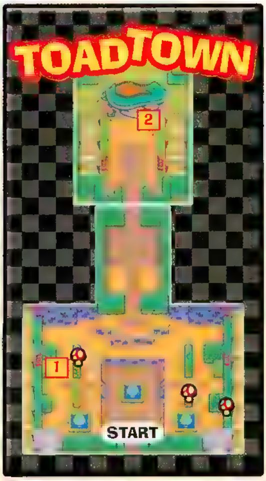
DEFENDING YOURSELF



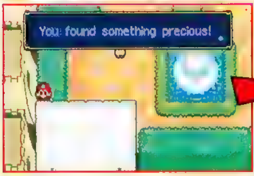
When an enemy strikes, you can dodge or counterattack by the means indicated in the upper left-hand corner of the screen. At the beginning of the game, you'll only be able to jump, but you'll eventually receive a pair of hammers that you can use defensively as well.

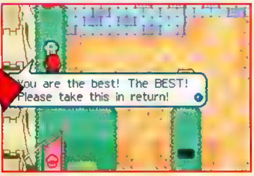
LUIGI AND...THAT OTHER GUY TO THE RESCUE!

After a brief scuffle with Bowser that serves as a battle tutorial, the Mario Bros. will form an unlikely alliance with their long-time nemesis to retrieve the princess's voice. Though you'll start in Mushroom Kingdom's Toadtown Square, the majority of the quest takes place in Beanbean Kingdom, where you'll meet a variety of new faces, both friend and foe.



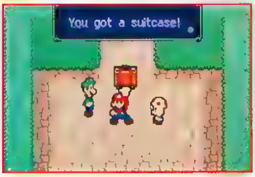
1 MUSHROOMS IN TOADTOWN SQUARE

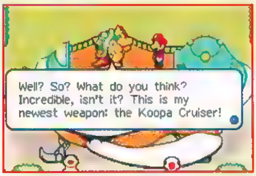

You found something precious!


You are the best! The BEST! Please take this in return!

You'll find three Mushrooms in Toadtown Square. Give the middle one to its owner in exchange for a Super Mushroom. You can also obtain a 1-Up Mushroom if you talk to the fellow at point 1 and retrieve his precious item for him.

2 DON'T FORGET YOUR SUITCASE


You got a suitcase!

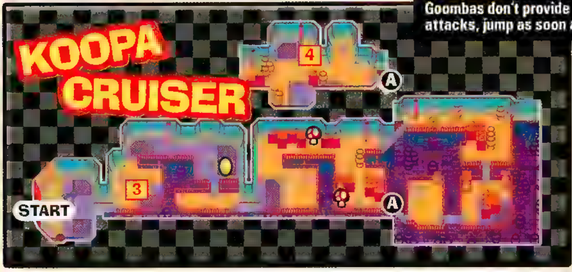

Well? So? What do you think? Incredible, isn't it? This is my newest weapon: the Koopa Cruiser!

Before you head to Bowser's ship, talk to the lost Koopa in the northeast corner and point him "that-ta way" (north). In the following courtyard, you'll receive a suitcase from Toadsworth. The luggage will serve as your status and inventory screens.

ENEMY

GOOMBA

Goombas don't provide much of a challenge. To counter their attacks, jump as soon as they start rolling.



MAP KEY

MUSHROOM
Recover 25 HP

1-UP MUSHROOM
Revive with 1/2 HP

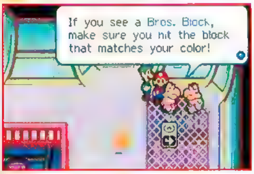
NUT
Recover 20 HP per bro

COINS
Number varies

SYRUP
Recover 20 Bros. Points

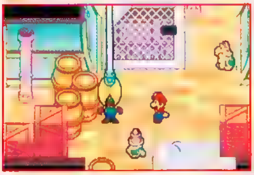
CHUCKLE BEAN
Used at the Starbeans Cafe to blend drinks. You won't be able to dig them up until you learn the Luigi Dunk.

3 LEARN FROM THE BOWSER BADDIES


If you see a Bros. Block, make sure you hit the block that matches your color!

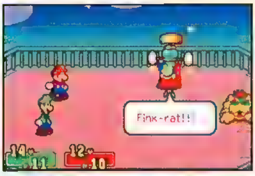
Talk to everyone in the Koopa Cruiser to learn the basics, including how to get coins out of Bros. Blocks and how to counter enemy attacks. You'll also have your passport photos taken and receive a 1-Up Mushroom from the fellow to whom you gave directions in Toadtown Square.

4 LUIGI GETS A LIFT

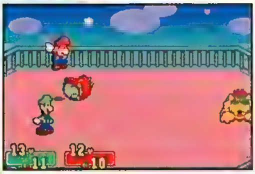


The path that leads to the deck is blocked with cargo, so hit the Switch Block to activate the pinch crane. Naturally, Luigi will be pulled up to the deck by his head. After Mario joins him and Bowser topside, Cackletta and her demented sidekick, Fawful, will confront the trio.

BOSS: FAWFUL

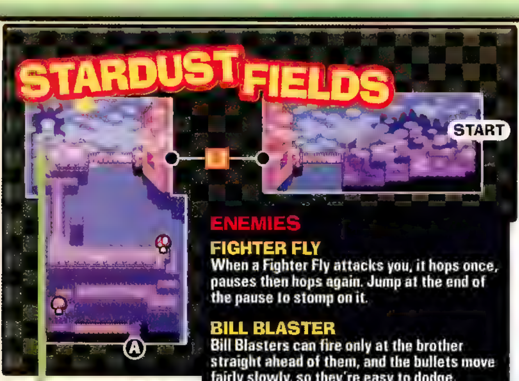

Fink-rat!!

After ranting incoherently (something he'll do a lot over the course of the game), Fawful will fire his helmet at Bowser, leaving Mario and Luigi to face him alone. The color of the villain's dialogue text before each attack indicates whom he's going to shoot at.



Once you disable Fawful's helmet, he'll start trying to ram the brothers instead. Jump when his feet begin to shuffle to counterattack and stomp on his head.

STARDUST FIELDS



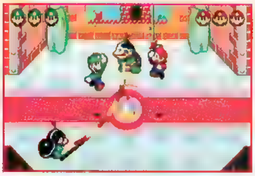
ENEMIES

FIGHTER FLY
When a Fighter Fly attacks you, it hops once, pauses then hops again. Jump at the end of the pause to stomp on it.

BILL BLASTER
Bill Blasters can fire only at the brother straight ahead of them, and the bullets move fairly slowly, so they're easy to dodge.

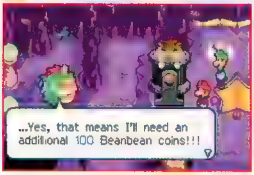
Warp pipes allow you to travel quickly from area to area throughout the Beanbean Kingdom. Be sure to step inside each one to make it accessible for future use.

5 CROSSING THE BORDER



Mario and Luigi will land on the Mushroom Kingdom side of the border. To cross into the Beanbean Kingdom, you must jump over the Border Bros.' "royal border line" until the flag in the background reaches the top of the pole.

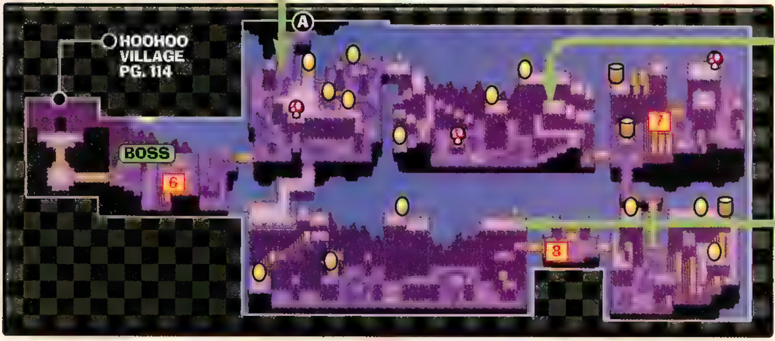
6 THE KOOPA KING IN PERIL



...Yes, that means I'll need an additional 100 Beanbean coins!!!

You'll find Bowser stuck in a cannon at point 6. Tolstar, the king of Stardust Fields, will offer to lend a hand if you give him all of your coins then collect 100 more and bring them back to him. Begin your search by following the bridge that appears to the southeast.

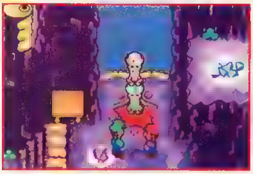
Every time you level up, you'll receive bonus points for the status category of your choosing. We recommend boosting your HP and POW most frequently, especially in the early going.



To operate the yellow Bike Pads and cross the gap, hold the Control Pad in the direction you wish to move, then press A and B alternately.

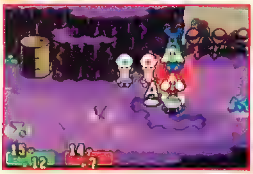
You'll need every coin you can get your hands on to rescue Bowser, so high-jump onto the ledge and use the Bike Pads to reach the coins on the other side of the gap.

7 THE STARSHADE BROS.



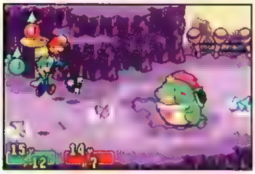
Step on the star at point 7 to meet the Starshade Bros. and learn your first two Bros. Actions: the high jump and the spin jump. After demonstrating the moves to you, the duo will ask you to put your new skills to the test by reaching the flag atop the nearby ledge. Drop to your left afterward to grab some Syrup.

8 BROS. ATTACKS

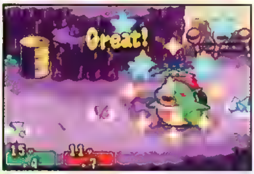


You'll run into the Starshade Bros. again at point 8, where they'll teach you how to use Bros. Attacks in battle. To realize the maximum potential of the attacks, your button presses must be exact. Stick to mode 1 until you get the timing down, then switch to the more difficult modes to deal greater damage.

BOSS: TOLSTAR

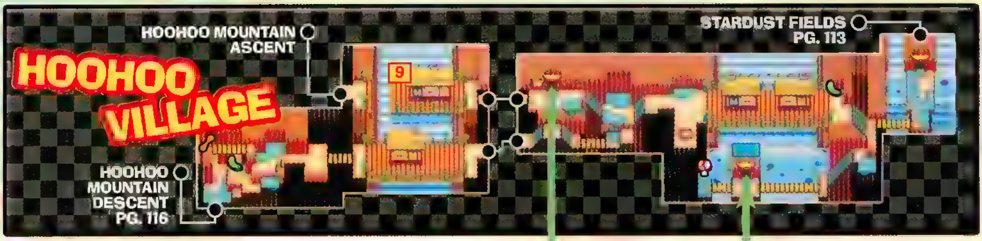


When you take 100 coins back to Tolstar, he'll break his promise and attack Mario and Luigi instead of helping Bowser. Watch his hands to determine which brother he's about to target with a spiked ball, then jump over the ball to avoid taking damage.



Practice your Bros. Attacks on Tolstar. After you've depleted about half of his health, he'll begin throwing two spiked balls at you each turn. The ones that bounce will sail harmlessly over your head as long as you don't jump.

HOOHOO VILLAGE

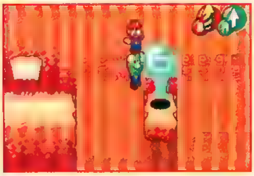


9 THE HOOHOOLIGANS WORK FAST

Fawful will block the path to the bottom of the mountain with a large statue, and the bridge that leads to the top is being repaired. Enter the house at point 9 and talk to the Hammerhead Bros. When you come back out, the bridge will be finished.

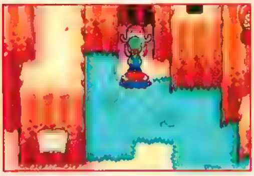
You'll find some coins and a Mushroom in the east cavern, but you won't be able to destroy the gray rocks yet. The other cavern leads to a bridge with even more goodies. To get past the giant turtle in the cave beyond the bridge, you'll need the dash technique, which you'll learn later in the game.

10 RIDE THE WHIRLWIND



Spin-jump into the whirlwinds such as the one at point 10, then press the Control Pad in the desired direction to propel Mario and Luigi through the air. You'll be able to clear gaps that you'd be unable to clear with a regular spin jump.

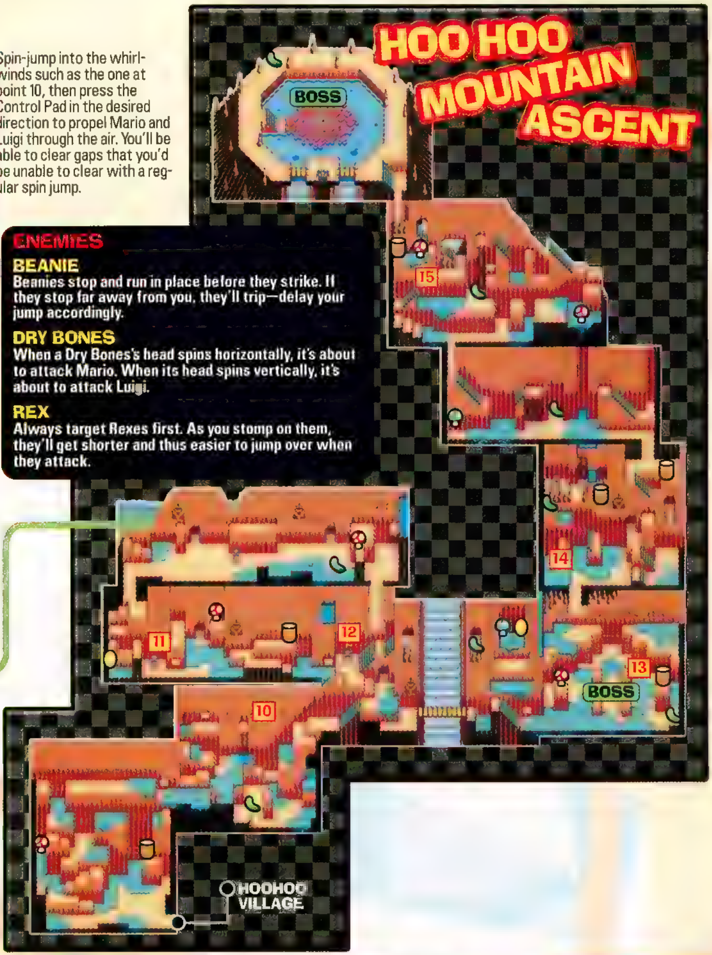
11 MARIO THE HUMAN WATER TANK



Drink from the fountain with Mario, then stand in front of the flaming statue nearby and perform a high jump. Luigi will stomp on Mario's head, causing him to spit out the water and extinguish the flames. Use the whirlwind that appears to proceed westward.

You'll need two whirlwinds to reach the Switch Block on the far-east ledge. Eliminate any enemies in the area, then drink from the nearby fountain and put out the flames that are engulfing the statues to the east and west. When you hit the Switch Block, water will start to flow from the fountain at point 12.

HOO HOO MOUNTAIN ASCENT



ENEMIES

BEANIE
Beanies stop and run in place before they strike. If they stop far away from you, they'll trip—delay your jump accordingly.

DRY BONES
When a Dry Bones's head spins horizontally, it's about to attack Mario. When its head spins vertically, it's about to attack Luigi.

REX
Always target Rexes first. As you stomp on them, they'll get shorter and thus easier to jump over when they attack.

who are you?

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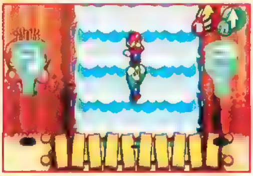
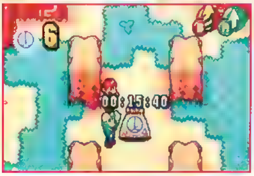
12 DOUBLE WHIRLWINDS



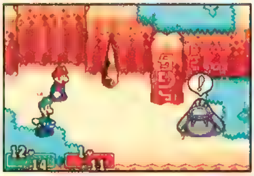
With water flowing from the fountain at point 12, you can extinguish the flaming statue nearby. Spin-jump into the whirlwind that appears, then propel yourself east into another whirlwind, then east again onto the ledge. To reach the 1-Up Mushroom and the coins in the niche above, use your high jump.

13 GOTTA CATCH 'EM ALL

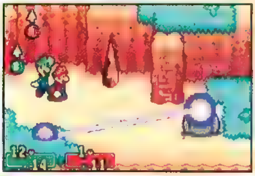


Hoohooros, the statue at point 13, is an ancient weapon of the Hoohoo civilization. Before you can proceed, you must accept its challenge to catch 10 Hoohoo Spirits in 30 seconds. Each spirit disappears after about three seconds, so you must spin-jump from ledge to ledge as quickly as possible. If you fall off, you'll have to try again.

BOSS: HOOHOOROS

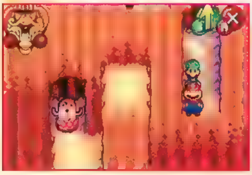


After you complete its challenge, the ungrateful Hoohooros will attack Mario and Luigi (characters have a nasty tendency to do that in the Beanbean Kingdom). The statue can create stone pillars that fire lasers at the brother in front of them.



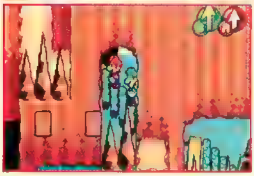
Hoohooros, on the other hand, fires a laser that sweeps across the field, requiring you to jump over it with both bros. Target the pillars first—if you allow Hoohooros to create two at a time, the boss will hide beneath one of them.

14 CONTINUE CLIMBING THE MOUNTAIN



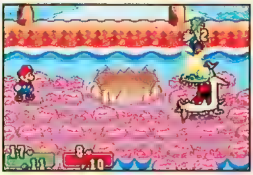
Hit the Switch Block at point 14, then make your way to the stalagmites and spin-jump through the gap to approach the fountain. Get Mario bloated, follow the path east behind the wall, then drop and extinguish the nearby statue. To reach the whirlwind that appears, return to the blue ledge beneath the stalagmites.

15 LEAD THE WHIRLWIND

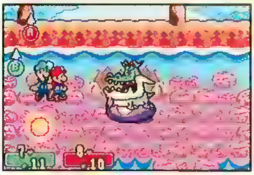


To cross the gap at point 15, you must spin-jump into the moving whirlwind and lead it along by propelling yourself east a little bit then spinning back into it before you lose your momentum. Repeat the process until you're close enough to reach the whirlwind at the other end of the gap.

BOSS: DRAGOHOHO

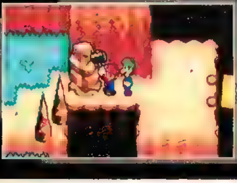


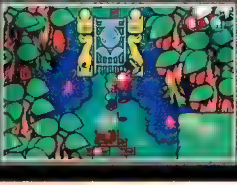
To begin the battle, kick the stone in front of the bird. If the grumpy hatchling tilts his head back before he attacks, he'll hurl a stone at Mario; otherwise, he'll hurl one at Luigi. The boss shrinks if you stomp on him, making the stones easier to jump over.

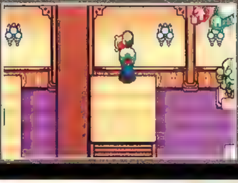


On occasion, Dragohoho will spit up a giant Hoho Stone that he uses as a platform to attack from close range. Smash the stone with one of the brothers and have the other continue to stomp Dragohoho to keep the boss scrunched.

HAMMER TIME

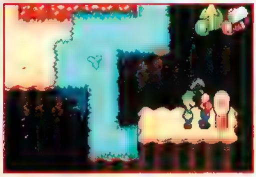






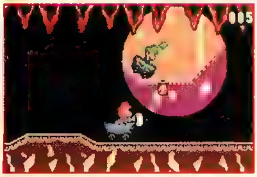
Once Blablanadon returns you to Hoohoo Village, stop by the Hammerhead Bros.' house to pick up a pair of hammers. You can use your new tools to pulverize the statue that Fawful dropped (you'll learn other ways to use them later in the game).

16 BEGIN YOUR DESCENT



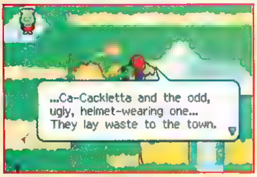
Drive in the stake at point 16 with your hammer to activate the fountain. Fill Mario with water, put out the flames engulfing the rock in the southwest corner, then smash the rock with your hammer and proceed south. Before you enter the mine at point 17, take a moment to collect the Mushrooms and Syrup from the nearby bridge.

17 MYSTERY MINE CARTS



When you enter the mine, talk to the old man in the rocking chair to ride a pair of carts to the bottom of the mountain. Use the Control Pad to aim your flashlight, and press A and B to jump with Mario and Luigi respectively. You must finish the ride with 10 diamonds and grab batteries to prevent your light from going dim.

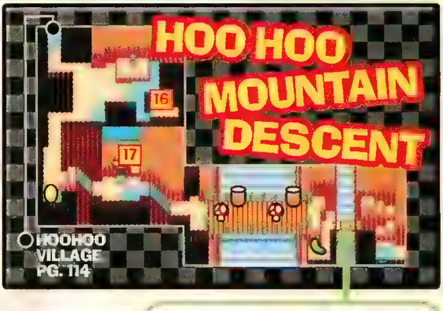
18 HIKE TO BEANBEAN CASTLE TOWN



...Ca-Cackletta and the odd, ugly, helmet-wearing one... They lay waste to the town.

Beanbean Castle Town will be in shambles when you get there. Talk to the townsfolk to find out what happened, then head north to the castle. (The fashion house in town is open, but it's selling items only at this point—save your coins.)

HOO HOO MOUNTAIN DESCENT

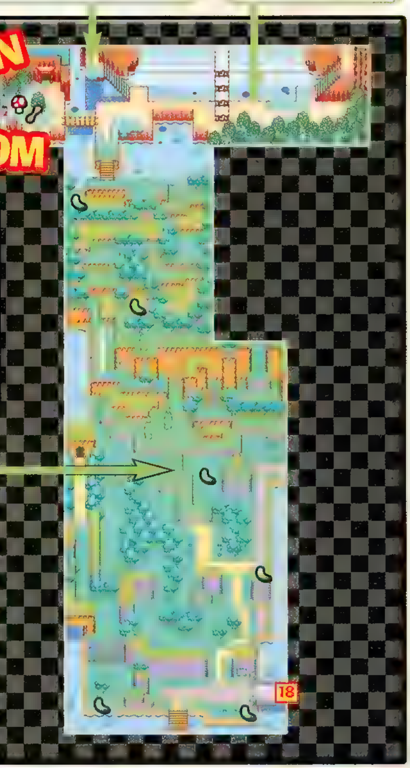


The only way to get to the bottom of the mountain is to ride the mine carts. The ledge to the right is too high for you to reach.

As you're leaving Hoohoo Mountain, the Hammerhead Bros. will teach you how to use your hammers in battle. Afterward, head up the north path for some more coins, Mushrooms and Syrup. Don't worry about the Boo statue—you won't be able to move it until much later in the game.

Over the course of the game, the Hammerhead Bros. will upgrade your hammers twice. You won't be able to smash the black rocks until after the second upgrade.

BEANBEAN KINGDOM



ENEMIES

SHARPEA
You'll take damage if you try to jump on Sharpeas, so use your hammers to take 'em out instead.

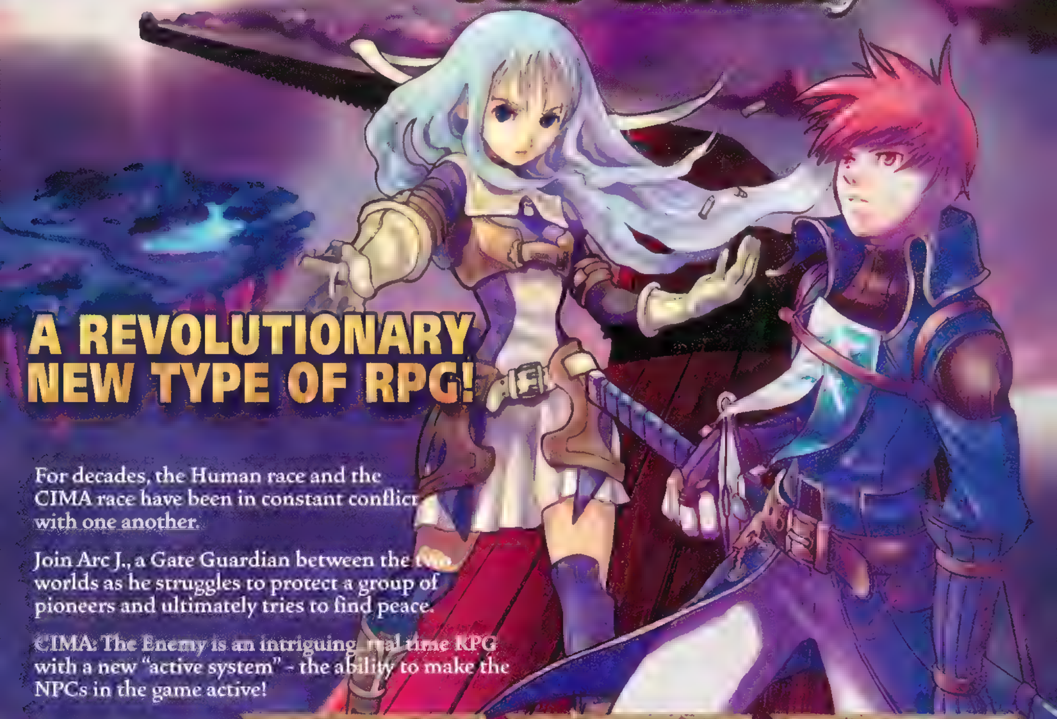
SWORM
Sworms can attack from under you or in front of you, so be prepared to jump or use your hammer to defend yourself.

On your way to Beanbean Castle Town, resist the temptation to explore other parts of the kingdom. You don't have the necessary abilities to get past many of the obstacles you'll come across, and the enemies in some regions will be too strong for you to handle.

THE SAGA CONTINUES...

We're out of space, but rest assured that there are more wacky hijinks to come. Next month we'll continue to follow Luigi's (and Mario's) heroic odyssey through the Beanbean Kingdom. Among the highlights will be a long-awaited opportunity to witness the brothers doing some actual plumbing, and a new Bros. Action that involves Luigi bashing his brother over the head with his hammer. Good times!

CIMA
The Enemy



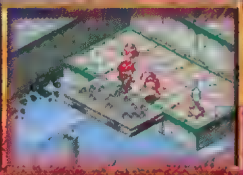
A REVOLUTIONARY NEW TYPE OF RPG!

For decades, the Human race and the CIMA race have been in constant conflict with one another.

Join Arc J., a Gate Guardian between the two worlds as he struggles to protect a group of pioneers and ultimately tries to find peace.

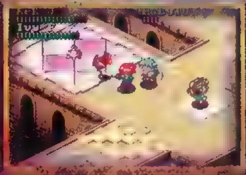
CIMA: The Enemy is an intriguing real time RPG with a new "active system" - the ability to make the NPCs in the game active!

gamespy
Best of E3 2003
Editor's Choice



New "Active System" - use the NPCs in the game to solve various puzzles and to affect the storyline of the game!

An Intriguing and Compelling Storyline filled with Love, Hatred, Friendship, Revenge, Honor, Humor and Sadness!



An innovative and Unique Battle System featuring both Action and Strategy Elements!

EVERYONE
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Animated Blood
Violence
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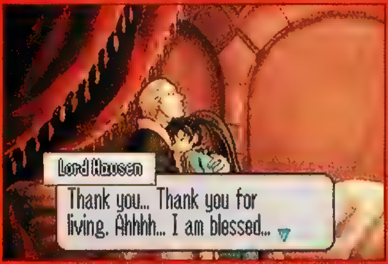
FIRE EMBLEM™

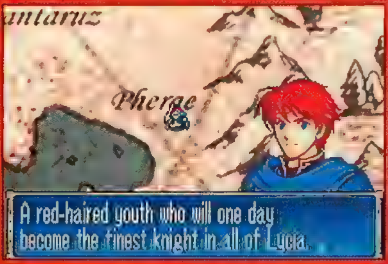
Hector and Eliwood's Excellent Adventure!

Last month we guided you through the final chapters of Lyn's story. In Eliwood's story, you'll embark with the young Lord as he searches to find clues about the fate of his missing father, the marquess of Pherae.



Lord Hausen

Thank you... Thank you for living. Ahhhh... I am blessed...



A red-haired youth who will one day become the finest knight in all of Lycia.

EVERYONE
E
CONTENT RATED BY ESRB
Violence

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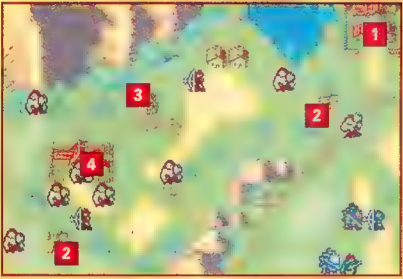
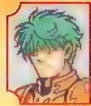
Chapter 11: TAKING LEAVE

Eliwood's story begins with the search for his missing father, Lord Elbert, the marquess of Pherae. On his quest, Eliwood will be joined by a group of guards led by Marcus the Paladin. When the group soon runs across bandits led by a fierce leader, it's time for you to sweep away the trash.



MARCUS
Marcus the Paladin is a fast-moving mounted juggernaut that can single-handedly shred an enemy army. Use him as the spearhead of your army.



LOWEN
Lowen is a Cavalier, just like Sain and Kent. He's an effective mounted force and a competent right-hand man to Marcus.

REBECCA
As the only Archer in your army until Chapter 13, Rebecca is useful for long-range fire support.

1 Dragonshield

Visit the town in the northeast corner of the map to receive the Dragonshield. You can sell it for a load of gold, but it's much better to use the item to raise any character's Defense by 2.

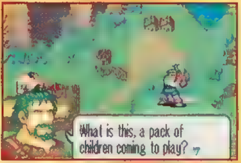
2 Fortresses

Aside from Vulneraries, the only way to heal your team in Chapter 11 is to occupy a fortress. Stay near the fortresses and draw your enemy to your position—that way, you can get quick access to healing when you need it.

3 VENDOR

VULNERARY (3)	300

4 Battle Groznyi



What is this, a pack of children coming to play?

Groznyi will stay entrenched in his current position, so you'll have a couple of options for taking him out. You can choose to weaken him with Rebecca and finish him off with Eliwood (for an experience boost) or charge in with Marcus to crush him instantly.

4 Barte and Dorcas Show Up

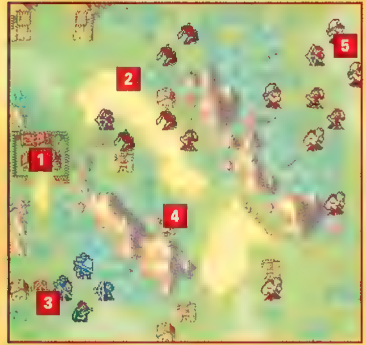
On the second turn, Bartre and Dorcas will emerge from the town to lend a hand in the battle. Their powerful muscles and sharp axes will make short work of enemy bandits.

BARTRE
Axeman Bartre is a fighter of considerable skill and tenacity—use him to attack enemies unlucky enough to sport a Spear.

DORCAS
Dorcas—the muscle-bound, axe-wielding fighter—returns from Lyn's story to mow down the evil opposition like an overgrown weed.

Chapter 12: BIRDS OF A FEATHER

On the road from Pherae to Laus, you'll pass through Santaruz. Eliwood thinks his father has passed through the area and has come to ask the local lord for help. As you enter the region, the enemy will ambush you. Don't fear—reinforcements will arrive from the north.



1 Read the Secret Book

Send Lowen north to the village to speak to the townspeople and collect a Secret Book. It's a very valuable item to sell, but you're much better off using it on a character to increase his or her Skill by 2.

2 Hector and Oswin Arrive

On turn four, Hector and Oswin will enter the battle. The enemy will outnumber you considerably, so you'll need their help. March them to the armory and stock them with Iron weapons so they won't have to use their rare weaponry. Do the same for Eliwood, who uses a Rapier.

HECTOR
Lord Hector's hefty Wolf Beil axe can chop through enemy formations. Just don't let him fall in battle, or you'll have to start over!

OSWIN
Oswin's thick armor protects him from all but the most devastating attacks. March him into danger to draw enemy attacks to him.

3 VENDOR

VULNERARY (3)	300

4 ARMORY

IRON SWORD	460
IRON LANCE	360
IRON AXE	270
IRON BOW	540

5 Attack Zagan

Curses! What are you waiting for!?

Zagan likes to move around with his troops. Wipe out his army, then charge him with a mob of your strongest sword-equipped soldiers. Unless you want to risk their untimely demise, keep your weaker characters at a safe distance.

Chapter 13: IN SEARCH OF TRUTH

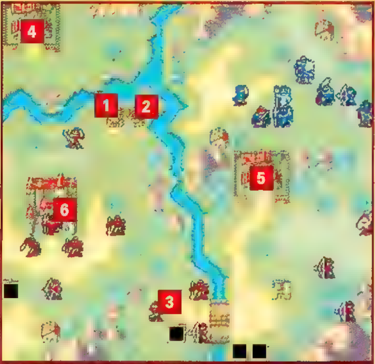
In Chapter 13, you'll meet up with two familiar faces. The levels they gained in Lyn's story will carry over, but their items will not. Don't get caught up in reminiscing about old times—you've got a battle to fight!

SERRA

Your reunion with Serra the Cleric will give you a chance to mend your battle-battered troops.

MATTHEW

Matthew the fleet-footed Thief returns to lend a hand. His abilities are useful, but he's not a strong fighter—be sure to protect him.



■ **ENEMY REINFORCEMENTS**

Black squares indicate where enemy reinforcements will appear.

1 ARMORY

IRON SWORD	460
JAVELIN	400
HAND AXE	300
IRON BOW	540

2 VENDOR

VULNERARY (3)	300
HEAL STAFF	600

3 Talk to Guy

Guy is a superbly skilled swordsman, so keep your troops at a distance. Thankfully, Guy is a friend of Matthew's; move Matthew seven spaces from Guy so he can convince him to join your group on the next turn.

GUY

Guy is a Myrmidon of unparalleled skill. His awe-inspiring technique gives him a good chance of striking a devastating critical hit.

4 A Chance Meeting

Chop down a snag to reach the town in the northwest. A rushed merchant will drop a torch, unlocking a bonus mission. Save the torch to use in the bonus mission—you'll need it.

5 Get a Mine

Visit the village to talk with the local folk—they'll give you a mine to use against the enemy. You can place the mine on a square to booby-trap it—use it later on a critical spot that acts as a troop-movement bottleneck.

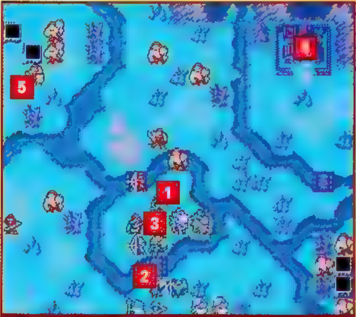
6 Bring Down Boies

What's this? You've made it this far?

Boies will use the protection of his castle and won't budge. Long-range weapons won't have much of an effect, so you'll have to get up close and personal. He carries a Steel Lance—attack him with an axe-wielding character like Dorcas or Bartre.

Chapter 13x: THE PEDDLER MERLINUS

Merlinus, a merchant you met briefly in the previous chapter, has been ambushed by bandits—it's up to you and your army to shield him from harm. Prepare yourself—enemies will attack from every direction of this stream-laced land.



■ **ENEMY REINFORCEMENTS**

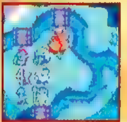
1 Rescue Merlinus

The best way to protect Merlinus is to pick him up with the Rescue command and keep him out of danger. For him to join your cause, he'll have to survive.

MERLINUS

The merchant, Merlinus, can't fight, but he'll free up your inventory by holding and organizing your items. He must be protected at all times.

2 Matthew and the Torch



Matthew has the sharpest set of eyes out of your group. Have him use a torch to increase his low-light vision even further—that way, he'll see approaching enemies long before they get to you.

3 All Paths Lead to the Island

Enemy soldiers will hack down snags and approach you from every direction. Arrange your forces to defend all possible approaches. The fiercest attacks will come from the north and southeast, so plan accordingly.

4 Go for the Gold

Get to the village before the enemy has a chance to pillage and destroy it. Chop down the snag to cross the river and reach the village. The townspeople will pitch in 5,000 gold to help you defeat the bandits.

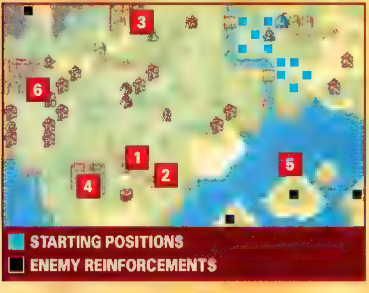
5 Pound Puzon

Heh. Looks like you've breathed your last!

You don't need to defeat Puzon to complete the chapter—you only have to survive for seven turns. However, if you're willing to risk the confrontation with him, you'll earn a sizeable amount of experience. He's a strong and fast Mercenary, so attack him with only your finest troops. When he is injured, he'll likely flee to a fortress to heal—hunt down the bandit!

Chapter 14: FALSE FRIENDS

Chapter 14 is the first chapter in which you'll be able to trade with Merlinus and have your fortune read from the Preparations screen. Heed the fortune-teller's advice to devise the best plan of action. Bring along Merlinus—any items you purchase or loot that you can't carry will be sent to his tent.



1 ARMORY

IRON SWORD	460
IRON LANCE	360
IRON AXE	270
IRON BOW	540

2 VENDOR

VULNERARY (3)	300
HEAL STAFF	600
FIRE MAGIC	560

3 Talk to Erk

When you run into him, Erk will be fighting Laus on his own—reach him before he fights his way to the west, where there's more trouble than he can handle. Quickly rescue Erk or have Serra talk to him to convince him to join your army.

ERK
Erk is a talented Anima-magic Mage, and thereby a valuable addition to your army. Use him for both short- and long-range attacks.

4 Save Priscilla

Fight all the way to the town and release Priscilla from captivity before Pirates arrive—she'll join your party.

PRISCILLA
As a Troubadour, Priscilla enjoys the best of two worlds: the mobility of a Cavalier and the healing abilities of a Cleric.

5 Pirates Aplenty

Pirates will take advantage of the chaos of battle to ransack the town and attack Merlinus. They'll cross the sea from their islands to the south—arrange troops to guard Merlinus and defend the town from the marauders.

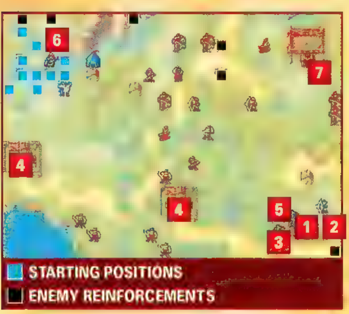
6 Not-So-Honest Erik

Laus is the true throne of Lycia!

Erik the traitor will charge your troops as soon as you approach his position. He wields a powerful Silver Lance—as a precaution, attack him with plenty of troops from every direction. To counter his Spear, use axe-wielding characters.

Chapter 15: NOBLE LADY OF CAELIN

The reunion you've been awaiting is finally at hand—but a mass of enemy troops stands between you and Lyn's army. Deploy Merlinus's tent—you'll need the additional storage to stock up on strong weaponry from the two armories in the region.



1 ARMORY 1

SLIM SWORD	480
IRON SWORD	460
STEEL SWORD	600
IRON AXE	270
STEEL AXE	360
HAND AXE	300

2 ARMORY 2

SLIM LANCE	450
IRON LANCE	360
STEEL LANCE	480
JAVELIN	400
IRON BOW	540
STEEL BOW	720

3 VENDOR

VULNERARY (3)	300
DOOR KEY	50
HEAL STAFF	600
FIRE MAGIC	560

4 A Gift from the People

You'll find two villages in the area; visit both to collect valuable gifts from the local people. The village in the west will yield a Red Gem—sell it at a vendor for a hefty sack of gold. Visit the village in the south to pick up a Heavy Spear. It's a strong weapon against Knights and is perfect for the battle with Bouker.

5 Old Friends

Look southeast to see Lyn's army assaulting the enemy defenses. You have command of her army, so use it to your best advantage.

LYN
Lyn's skillful slicing has proven useful time and time again, especially when she unsheathes her Mani Katti.

FLORINA
Florina has astounding movement capabilities, but she's much weaker than the other characters.

KENT
Kent is always a gentleman, but he can get also get rough—his red armor strikes fear into the hearts of the most vile villains.

6 Defend Merlinus

As the battle drags on, enemy Cavaliers will appear from the north to reinforce their comrades. Make sure you leave behind two strong soldiers to defend Merlinus's vulnerable tent.

7 Beat Down Bouker

Prepare to fall before your master!

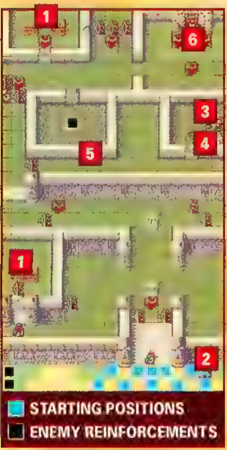
Bouker's Javelin gives him a dangerous long-range capability, so keep your troops at a distance until you're ready to attack. Bouker is vulnerable to a Heavy Spear, so equip Marcus with it to end him quickly. You can also wear him down and let someone else finish him off.

SAIN
Sain may be a ladies' man, but he and Kent are both excellent horsemen. Focus on one of the pair.

WIL
Depending on how much you leveled him up in Lyn's story, Wil may already be an exceptional Archer.

Chapter 16: WHEREABOUTS UNKNOWN

If you elected not to do Chapter 13x, Merlinus will join your growing army in Chapter 16. Bring along Matthew to open chests, and Priscilla to talk to Raven. Mounted characters and troops with ranged weapons are also helpful. Remember to equip your troops with fresh weapons if they need them.



1 Plunder with Matthew

Use Matthew's lockpicks to unlock doors and loot treasure chests. Your rightfully stolen goods will include a Hero Crest and Knight Crest—use them to upgrade the class of two of your characters.

2 Safeguard Merlinus

Keep two strong troops near Merlinus's tent while the rest of the army heads north. On turn 8, enemies will emerge from the southwest corner and advance on Merlinus—protect him!

3 Reason with Raven

Move Priscilla rapidly with an armed escort before Raven attacks the friendly guards. Have Priscilla talk with Raven—she'll convince him to join your squad.

RAVEN

The Mercenary Raven is a well-balanced character who can be shaped into a strong soldier.

4 Raven Speaks to Lucius

Lucius will remain in the jail cell long after everyone else has cleared out. Send Raven to him to convince him to join your party.

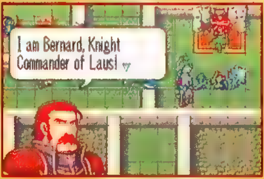
LUCIUS

Lucius the Monk may not look like much of a threat, but his Light magic can demolish enemy Shamans and Druids.

5 Protect the Caelin Soldiers

The freed Caelin soldiers will head straight to Bernard. Protect them as they pass enemies, and slay Bernard before they do, or they'll be lost. At least one Caelin soldier must survive for you to unlock the side quest.

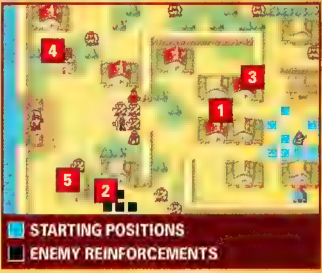
6 Throne-Room Rumble



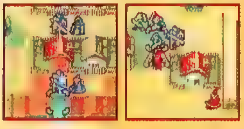
The mighty Bernard is encased in armor—enough to make him almost invincible to standard weapon attacks. However, he has a weakness to magic. Attack him with Erk and Lucius to dispatch him quickly.

Chapter 16x: THE PORT OF BADON

Fargus has offered you passage on his ship, but only if you can get to him! You have two options in the mission: avoid a tough fight by sneaking around the north to reach Fargus, or undertake a ferocious battle with the enemy horde. The second option will yield massive experience, good equipment and access to the arena, but expect a challenge!



1 A Two-Pronged Attack



To accomplish your objective, you'll need to pull off an advanced strategic maneuver. Send Eliwood and Guy to the north to deal with axe-carrying enemies, then move them west. Position Marcus just south of the red house near point 1 on the map, and move Oswin or another Cavalier north of the house. The pirates will attack Oswin, and when Damian arrives, he will attack Marcus. Support Oswin and Marcus with long-range attacks.

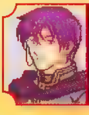
2 Beware of Damian

You're about to die. Scream if you must...
3

Damian and his band of evil associates will gallup into town on turn 2. Damian is extremely dangerous—few characters can survive his attack. Marcus or Oswin must take the full impact of his strike, and even they will be severely injured. Pound Damian with your finest weapons and provide long-range support with Archers and magic users.

3 Add Canas to Your Crew

Enter the house near the starting position to meet Canas the Shaman. Canas will offer to join your army—his Dark magic attacks are tremendously powerful.



CANAS

Canas wields potent Dark magic that can obliterate enemy troops. At high levels, he is nearly unstoppable.

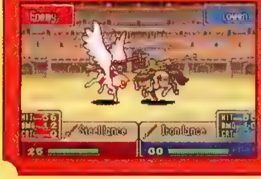
Plunder and Loot

Eliminate all of the Pirates, but do not attack Fargus or Dart (the Pirate standing near the arena). Once you've cleared out the hostile Pirates, visit the remaining houses—you'll collect many rare items, including a Lancereaver, Sleep Staff, Short Bow and Devil Axe. After you collect everything, talk to Fargus to complete the mission or try out the arena.

4 VENDOR

HEAL STAFF	600
MEND STAFF	1,000
FIRE MAGIC	560
THUNDER MAGIC	700
LIGHTNING MAGIC	630

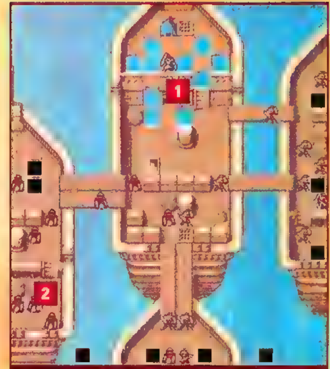
Gladiators of the Arena



The arena is an excellent place to level up troops and earn astounding sums of gold. Before you move a character to the arena, make sure he or she is at full health. If you win a fight, you'll earn double your wager in winnings, but if you lose, the character will be lost.

Chapter 17: PIRATE SHIP

Avast, prepare to be boarded! The enemy is walking the plank . . . right onto your boat! Villainous vessels have you surrounded. You'll face mostly swordsmen and Shamans—have Lucius face the Dark magic from the west, and lance users take on the swords from the east. To succeed, you must defeat Zoldam or survive 11 turns. Up and at 'em, mates!



🟦 STARTING POSITIONS
■ ENEMY REINFORCEMENTS

Stand Your Ground, Sea Dogs

Hold off the enemy invasion at the crossing points. Divide your lance-carrying troops between the south and the east to intercept sword-swinging enemies. Bolster your defenses in the west with Lucius and a few of your stronger fighters. Leave Archers and healers in the back to support your front line.

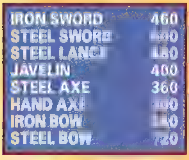
Snag Some Booty

As you cut a path through a swarm of raiders, you'll loot valuable items like a Longsword, Red Gem, Guilding Ring and Pure Water.

1 Shopping, Ahoy!

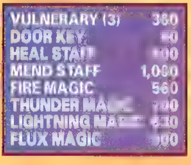
Hopefully you earned a massive stockpile of gold fighting in the arena, because the shops on the deck are stocked with rare, expensive items. It's all tempting, but buy only what you need.

ARMORY



IRON SWORD	460
STEEL SWORD	600
STEEL LANCE	480
JAVELIN	400
STEEL AXE	360
HAND AXE	[illegible]
IRON BOW	540
STEEL BOW	720

VENDOR



VULNERARY (3)	360
DOOR KEY	50
HEAL STAFF	600
MEND STAFF	1,000
FIRE MAGIC	560
THUNDER MAGIC	700
LIGHTNING MAGIC	630
FLUX MAGIC	900

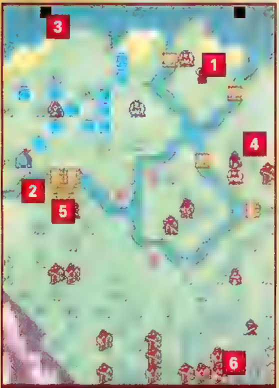
2 Zoldam the Shaman

You don't know how to fight? Go now, or die here...

Zoldam is a level-18 Shaman—unless you enjoy taking wildly unnecessary risks, leave him alone. It's much better to let him be and destroy wave after wave of enemy reinforcements that he will throw at you. By defeating all the enemies, you'll earn a wealth of experience points for your characters. For a nice bonus, feed Matthew some Pure Water and steal a valuable Speedwings item from Zoldam.

Chapter 18: THE DREAD ISLE

The Pirate commander, Fargus, has delivered on his promise of getting you to the Dread Isle—now you must make your way to Dragon's Gate. Thankfully, Dart will join your army—his ability to travel over water will prove useful. Matthew's sharp eyes will be essential for piercing the pea-soup fog, especially if you have him use a torch. Also bring along Florina to talk to Fiora. Defeat Uhai within 15 turns to unlock a bonus chapter.



🟦 STARTING POSITIONS
■ ENEMY REINFORCEMENTS

DART
Dart is a seafaring pirate who cleaves enemy formations with his axes. He can travel over water.

1 The Torch Staff

Chase down the Thief in the north before he escapes—you'll get a Torch Staff that's good for 10 uses. Have one troop spot the Thief and two more clear the way to him.

2 Sisters Reunited

After the second turn, Florina's sister, Fiora, will arrive to lend a high-flying hand. When you get a chance, have Florina talk to her to convince her to join your cause.

FIORA
Fiora is Florina's older sister. Like her sister, Fiora is a Pegasus Knight who's useful for long-distance travel.

3 Pirates from the North

Keep a few troops positioned near Merlinus to fight off a Pirate invasion from the northern waters. Protecting Merlinus is crucial.

4 Seize Their Weapons

From the east side of the region, charge with your Cavaliers to attack the enemies to the south. The enemy soldiers carry important items, including Nosferatu Magic and a Longbow.

5 Southward March

Assemble a major formation of your strongest fighters and march them to the fortresses at the bridge. There they can hold off the brunt of the enemy attack. Have Matthew use a torch to spot enemies. When you can, move the group to the bottom of the map, using trees as defensive cover.

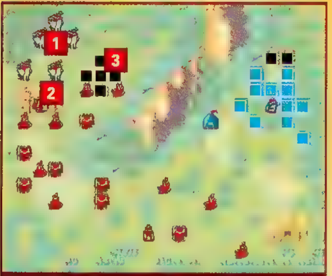
6 Uhai the Hawk

I am Uhai!
I am the Soaring Hawk!

Assemble your troops outside of Uhai's bow range, then rush him with your strongest warriors. His long-range attacks can do big damage, but you'll gain the upper hand once you're in his face. For defeating the great nomadic horseman, you'll earn an Orion's Bolt—an item that upgrades an Archer's class.

Chapter 18x: IMPRISONER OF MAGIC

If you've been relying heavily on the mighty magic of Erk and Canas to bring down the majority of your foes, Chapter 18x may prove troublesome. You'll have to rely on conventional weaponry because of the antimagic sphere.



🟦 STARTING POSITIONS

⬛ ENEMY REINFORCEMENTS

1 Pegasus Knights

Pegasus Knights will initiate an airborne assault across the mountain range—don't allow them to outflank you and get to Merlinus. Archers can unleash a hail of arrows that will send the Pegasus Knights crashing down.

The Dead Zone

On the third turn, Kishuna and his men will arrive, creating a curious dead zone that renders all magic useless. Any magic users caught within the purple haze will be useless. Use the opportunity to hack the enemy magic users with conventional weapons.

2 Attack Aion

Thunder, hear my cry!

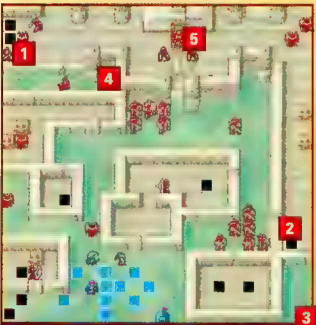
Aion normally wields magic of unspeakable power, but thanks to Kishuna's arrival, his magic is useless. He retains his inhuman ability to dodge melee attacks, however. Once he's down, seize the throne or try to defeat Kishuna to win.

3 One Chance

You have only one turn to defeat Kishuna—after he's attacked, he'll escape instantly. Defeat his guards and surround him with your best warriors, then clobber him. Try arming Guy with a Killing Edge, and hope for a critical strike.

Chapter 19: DRAGON'S GATE

The narrow passages, tight choke points and multiple paths of Chapter 19 require you to split your army into several smaller forces. Unlock doors and break down walls to reach your objective. There's plenty of treasure to collect—don't neglect it. Bring along Matthew and long-range specialists, and Priscilla to heal the wounded.



🟦 STARTING POSITIONS

⬛ ENEMY REINFORCEMENTS

1 The Grand Thief Legault

On the second turn, Legault, a Thief of no small fame, will appear in the northwest corner. Fight your way to him as quickly as possible. Have Eliwood, Lyn or Hector talk to him to convince him to join your army.

LEGAULT

As a level-12 Thief, Legault will almost certainly be more powerful than Matthew, making him a better choice for future engagements.

2 Thief vs. Thief

On turn 7, a Thief will emerge from a staircase—have Matthew or Legault waiting for him, then steal his Member Card. The Member Card will grant you access to secret shops in Dragon's Gate. The secret shops stock many costly and exotic weapons. You'd better have a load of cash!

3 SECRET SHOP 1

KILLING EDGE	1,300
KILLER LANCE	1,200
KILLER AXE	1,000
KILLER BOW	1,400
ELIXIR (3)	3,000
CHEST KEY	1,500
LOCKPICK	1,200

4 SECRET SHOP 2

IRON BLADE	980
STEEL BLADE	1,250
SILVER BLADE	1,800
PSYCHIC STAFF	3,750
UNLOCK STAFF	1,500

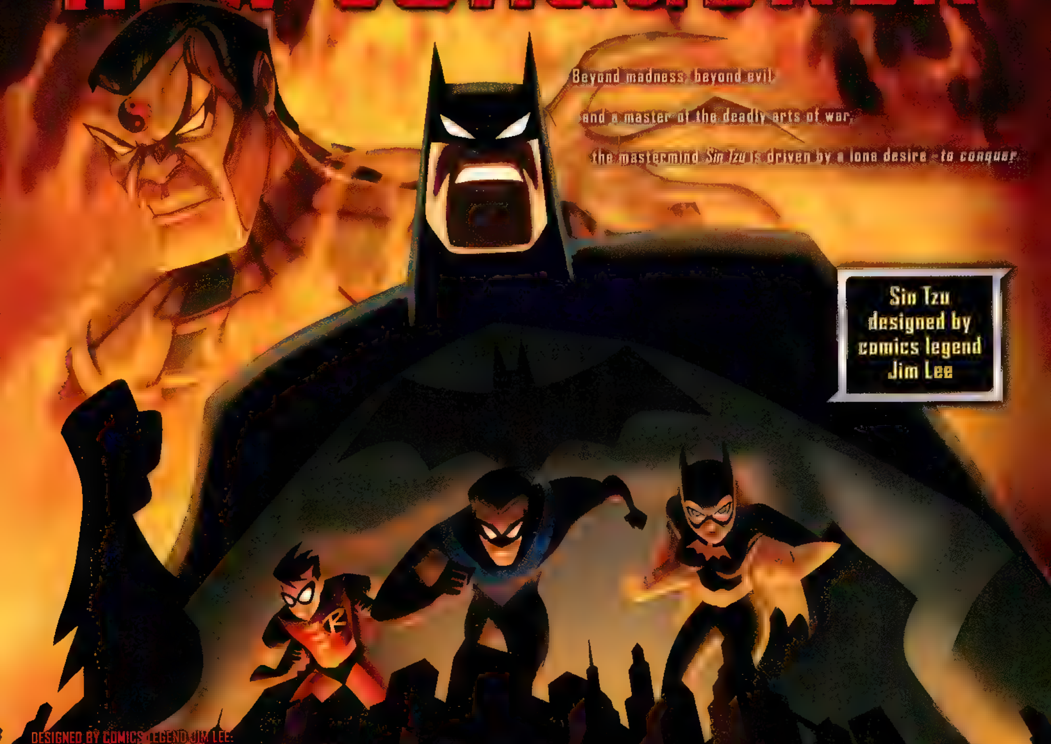
5 Unseat Darin

You don't have to worry about Darin's coming after you—he won't budge from the comfort of his throne. However, his long-range attacks will force you to stay at a distance until you're ready to swarm him. His Silver Lance can deal a lot of damage, so keep a healer on standby to patch up any battered troops.

FLAMES ETERNAL

You've been brave to lead Eliwood and his army through hostile lands and epic battles, but you've only scratched Fire Emblem's surface. A great dragon has been released upon the world and nasty villains have designs on the realm—it's no time to rest on your laurels! Suit up and sharpen your blade, 'cause you've got an appointment with destiny.

GOTHAM CITY HAS A NEW CONQUERER


Beyond madness, beyond evil
and a master of the deadly arts of war,
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Sin Tzu designed by comics legend Jim Lee

DESIGNED BY COMICS LEGEND JIM LEE: Sin Tzu, cunning master of strategy and martial arts, makes history as the first *Batman* character to debut in a videogame.

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NINTENDO GAMECUBE

GAME BOY ADVANCE

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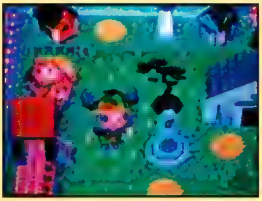
(s03)

The Crossing Guardian

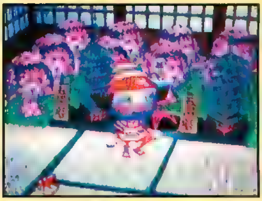
Winter 2004 Edition

Winter Homeowners Hibernate in Style

We asked for it. We got it. Last month, we invited our readers to send us photographs and stories from their Animal Crossing towns, and we've already received a kaleidoscopic collection. Many of you have created miniature towns within your homes. What a perfect pastime as we drift deeper into the winter season! Kelvin from K-Town spruced up his town with trees that you'd normally never see looming over our landscape—bonsais! Kitty from Nekotown clearly talks to that gabby Gulliver. She sent us a photo of her home—a pretty homage to Tokyo. Darn clever, that Kelvin and Kitty. How are you spending your winter? Let us know!



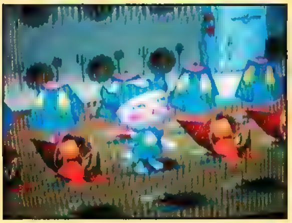
Kelvin from K-Town e-mailed us a digital photo of his tiny town and big bonsais.



Kitty from Nekotown longs to travel, so she recreated Tokyo in the springtime.

Corny Reader Shot!

Last month, we gave you a new pattern and said to spread it across your towns in celebration of the Harvest Festival. Wow, did you ever listen up—we received lots of fun photos.



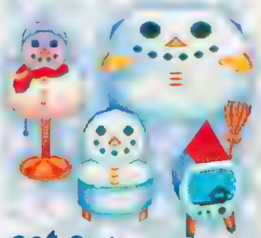
Harvey from PopCorn sent us a pic showing a row of corn that he "grew" inside his house for the Harvest Festival—what a kook!

Send mail and photos to:
Nintendo Power
The Crossing Guardian
P.O. Box 97082
Redmond, WA [illegible]

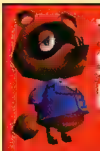
Send e-mail and digital photos to:
crossingguardian@nintendopower.com

Don't forget to tell us your character and town names! If you have problems taking clear pictures of your TV screen, read our video game photography tips at [illegible]

Weather Forecast: Snowman Series is expected to blow into towns for the winter!



Get out and play!



Tom Nook's Special Delivery #12

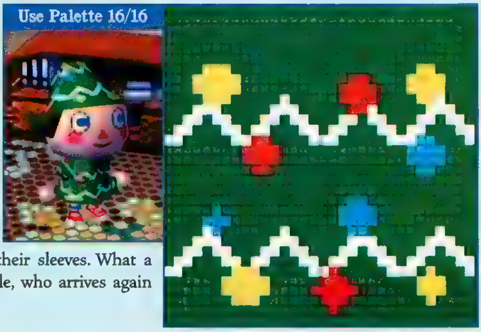
E O k t v X I J 7 W d z R j
u i T 2 8 v p q c W b J 1 g

If you say the password shown above to Tom Nook, you'll receive a rare gift—the perfect partner to place beside last month's lucky statue!

Let us know what you think!

Spread the Holiday Cheer—Far and Near!

Last month's corn pattern really popped, and this month we've whipped up a holiday tree that you can wear. Display it in your local tailor shop—and those in towns that you visit! Before long, we'll see trees coming and going as our animal neighbors wear holiday cheer on their sleeves. What a perfect welcome for Jingle, who arrives again on December 24!



Special thanks to contributing readers: Kelvin from Ontario (for Kelvin from K-Town);
Martina from Seattle (for Kitty from Nekotown); Hank from Sheboygan (for Harvey from PopCorn)

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Pokécenter

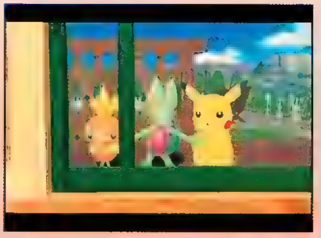
Two major releases will rock the world of Pokémon in the coming weeks. On Nov. 24, EX Dragon soars into TCG airspace and proves that it's the fiercest expansion ever. And on Dec. 1, Pokémon Channel tunes in to what every Pokémon superfan really wants. . . .

ALL POKéMON, ALL THE TIME

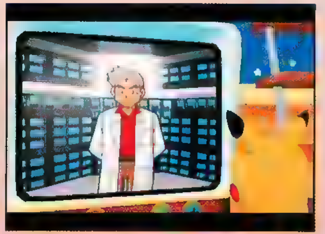
How often have you watched the *Pokémon* TV series and wished that you could live in the Pokémon world—not just on the road, scouting for Pokémon, but also close to home, where the Pokémon craze touches every aspect of daily life! On Dec. 1, you'll get your wish when Pokémon Channel hits stores. When the real-time game starts, you'll spend time watching TV with Pikachu, but you'll soon dial into a surprising and much larger scene.

TV PARTY AT YOUR PAD

You'll begin your Pokémon Channel adventure in your room. After a wild Pikachu shows up on your doorstep, you'll learn that you're part of a test audience for TV shows that appeal to people and Pokémon alike. Your humble mission (at least for the first few days) is to watch new shows, then submit daily reports to help the network develop additional shows. The more you and Pikachu watch Pokémon Channel, the faster the network can grow. We've got a sneak preview of a few of the shows you'll see when you first tune in!

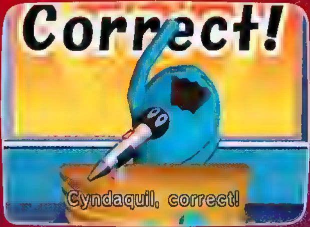


At the start of the game, you'll notice a few wild Pokémon on your doorstep. Though the Torchic and Treecko will leave (for the moment), you'll make a brand-new friend in a wild Pikachu.



The Pikachu's appearance coincides with another arrival: Professor Oak sends you a TV and asks you—and your new friend—to test out programs that he's helping to develop.

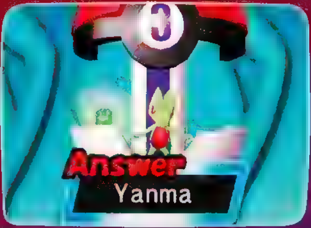
Quiz Wobbuffet



Correct!

Cyndaquil, correct!

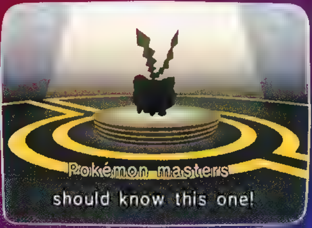
Quiz Wobbuffet puts the chatty Pokémon at the helm of its own game show. As you watch Wobbuffet and its guests speak, you'll get a translation of their every word.



Answer

Yanma

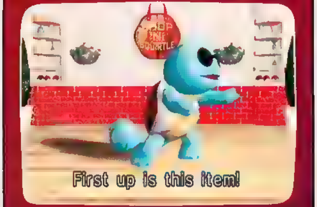
Every time you tune in, Wobbuffet will have three different Pokémon competitors. Though they answer most questions, you'll sometimes get a chance to answer through your TV.



Pokémon masters should know this one!

The game show is all about identifying Pokémon in three ways: by silhouette, by sound and by a flicker of detail. If you answer correctly, you'll win points for purchases.

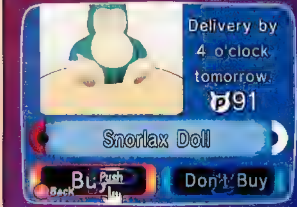
Shop 'N Squirtle


First up is this item!

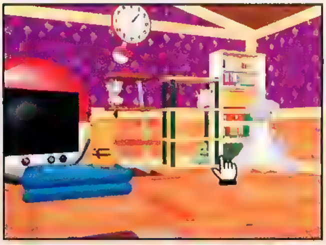
On Shop 'N Squirtle, the shelled host presents an ever-changing selection of cool Pokémon stuff to buy for your room, such as toys, trading cards and decorations.

It's not easy finding this!

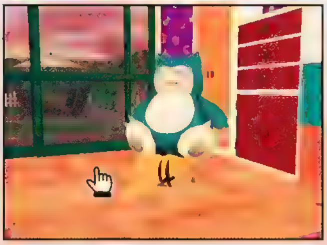
Squirtle's the ultimate showman, and it presents every object in loving detail. Squirtle even cuts to other Pokémon for their product testimonials.


Delivery by 4 o'clock tomorrow.

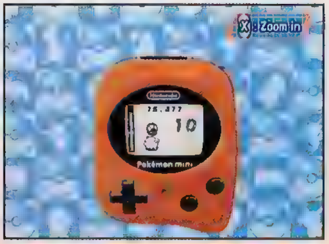
Buy it or don't buy it—Squirtle won't take offense. If you spend purchase points on an object, you'll receive it soon, either the same day or sometime the next day.



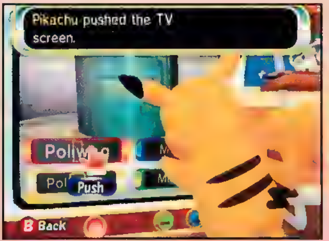
Pikachu loves to watch the new programs, but it also likes to play in your room. Pikachu will wait for you to direct its attention to the room's objects with your pointer. After you buy things on the Shop 'N Squirtle show, you'll soon have them in your room. There's a wide variety of cool stuff to get—different TVs, toys, wallpaper, posters and much more. It's your room, so decorate it any way that you like.



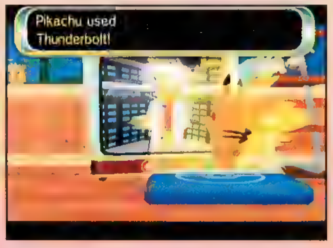
Pikachu interacts with specific objects in different ways: When you direct its attention to the Snorlax doll, it'll run over to it and fall asleep instantly!



During your first days in your house, you can play with your Pokémon mini—and you can buy more games for it by watching Shop 'N Squirtle for rare sales.

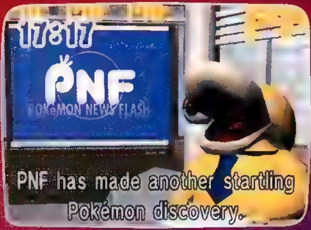

Pikachu pushed the TV screen.

Many shows, like Quiz Wobbuffet, let you play along at home. If you don't respond quickly, Pikachu may run to the TV screen and select an answer.


Pikachu used Thunderbolt!

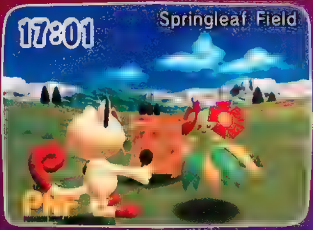
Pikachu loves the TV—maybe a little too much. Sometimes it has a strong opinion about what's on the tube and accidentally wrecks the television!

Pokémon News Flash (PNF)

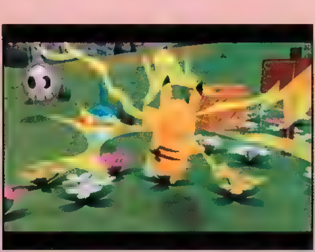


PNF has made another startling Pokémon discovery.

Psyduck's the anchor for PNF, which delivers different news every time you watch it. Psyduck falls asleep by the end of its show, but not before you get some surprising news.



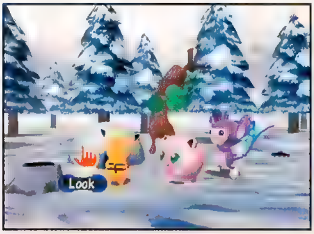
Meowth is PNF's on-the-scene reporter who ventures out to the areas around town. It'll interview lots of Pokémon about breaking-news events and special Pokémon sightings.



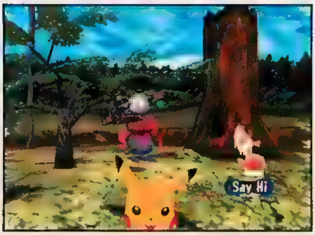
Within a few days, you'll be able to leave your room with Pikachu and explore the backyard and nearby Springleaf Field. Sometimes PNF's Meowth will report from the field. When you see special events on TV, you'll want to rush to the scene and investigate—Pikachu can make shocking discoveries.

TUNE OUT AND TRAVEL

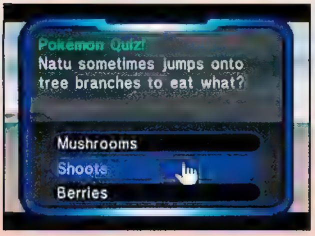
After you've submitted several reports to Professor Oak, you'll start seeing bus passes on sale on Shop 'N Squirtle. They'll let you travel to the three distant areas—Mt. Snowfall, Viridian Forest and the Cobalt Coast—so you can follow up on PNF's news reports even more thoroughly. Traveling is a great way to meet more Pokémon, learn lots of Pokémon trivia, earn more purchase points and teach Pikachu new things as the two of you explore.



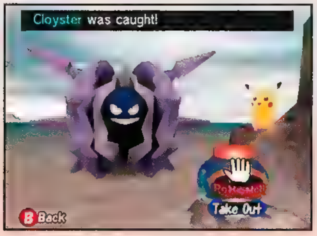
You never know which Pokémon you'll meet on a given day. You can point out interesting landscape features for Pikachu to investigate, like the many small igloos.



When you see a Pokémon and point it out to Pikachu, your friend will help you chat with it. In time, PNF will send out Magnemite to film your adventures for upcoming broadcasts.

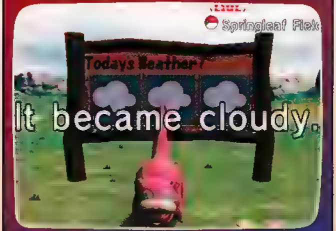

Pokémon Quiz!
Natu sometimes jumps onto tree branches to eat what?

When you and Pikachu meet a Pokémon, it will ask you a trivia question about itself. The first time you get it correct, you'll earn a special trading card of the Pokémon.


Cloyster was caught!

All three areas have landmarks to visit, such as Cobalt Coast's Secret Cove, where you can play a fishing game with Pikachu and haul in a variety of Water-type Pokémon from the sea.

Slowpoke's Weather Channel



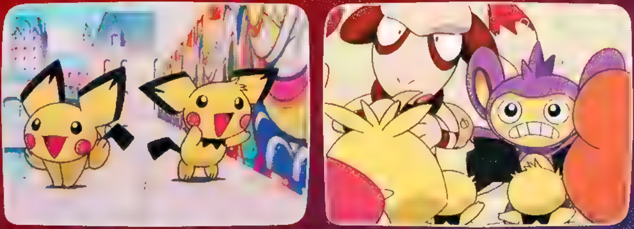
It became cloudy.

Eventually, Pokémon Channel will air Slowpoke's Weather Channel. Though you'll need extraordinary patience to follow the snail-paced show, you'll find out what the weather will be like in a distant area—useful when you're planning to attend events that happen only under certain weather conditions.

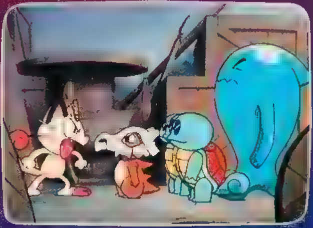
GET THIS PARTY STARTED

Right from day one, you can start watching Pichu Bros. in Party Panic, a long cartoon that's exclusive to Pokémon Channel—you won't see it anywhere else! The show has been separated into five programs, each roughly five minutes long. After you submit several reports, Pokémon Channel will start broadcasting part two. Over time and many more reports, you'll eventually see the whole cartoon.

Pichu Bros. in Party Panic



In the first episode, you'll see the feisty Pichu Bros. running through a city in search of their latest misadventure. As always, they get themselves into lots of trouble, and the electric duo meets a group of Pokémon that have received mysterious, crescent-shaped cards. The Pichu Bros. resolve to discover the secret of the cards for their friends.



In the second episode, you'll learn that Meowth has sent the cards, which are party invitations. You'll find out what it's truly up to only by watching parts three through five.

FOX BOX™
Kirby Right Back at Ya!
SONIC X
TEENAGE MUTANT NINJA TURTLES
SHONEN JUMP'S Shaman King

FOX BOX™
Do The Kirby Slide!
This Card Contains
A FREE Game!
Watch e-mazing SHOWS!
Win e-mazing PRIZES!
Wow! It's so e-Z!
e-MAZING SHOWS ARE ON THE FOX BOX™
It Pays To Watch The Fox Box Each Week!
Visit foxbox.tv for details.

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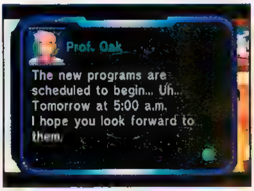
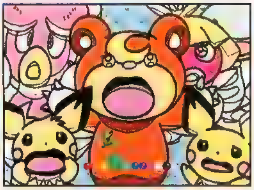
TUNE IN TO MORE CHANNELS

After you've submitted reports on five to seven days' worth of TV, Professor Oak will announce that Pokémon Channel has expanded its lineup. And since many shows relate to real-world events and activities, you'll have even more fun with Pikachu in your room and in the outside world. Professor Oak will encourage you to watch all of the shows—old and new—so that he can expand Pokémon Channel even further.


Prof. Oak

The new programs are scheduled to begin... Uh... Tomorrow at 5:00 a.m. I hope you look forward to them.

You'll know there are more shows on the way when you submit a report and Professor Oak gives you the heads-up. You'll then need to wait a day—in real time—to watch the new shows.

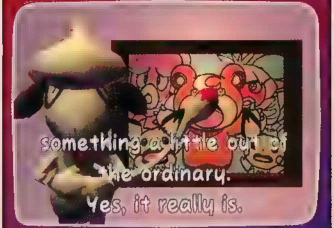


Professor Oak will mail you a special Smeargle device that lets you take screen captures of the Pichu Bros. cartoon (and eventually all other TV shows) and paint them.

e-reader

You can dip your brush into even more painting possibilities with three e-Reader cards that come with Pokémon Channel. Two have exclusive designs—one for Pikachu, one for Kyogre—and the third holds a fun, new texture that you can use to color your creations.

Smeargle's Art Study


something a little out of the ordinary.

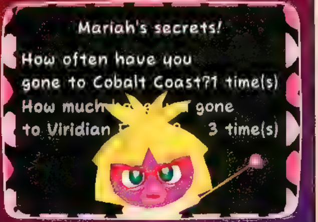
Yes, it really is.

After Pokémon Channel begins showing Smeargle's Art Study, you can tune in to the new show to see the Pokémon evaluate your latest painting. Every time you create a new painting, Smeargle will feature it on the program. (And Professor Oak will sell your old painting and give you purchase points.)

Chum Chum Ranking

CHUM CHUM
RANKING
Back

By the time you see Chum Chum Ranking—a gossip show that loves to broadcast details about you—you'll have given Smoochum plenty to dish about. In addition, you can check out Smoochum's Pokémon-popularity ranking to find out who's hot and who's not, at least for the day.

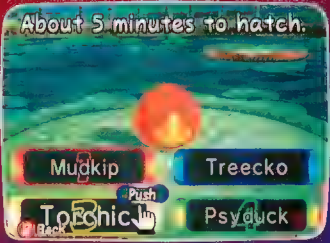

Mariah's secrets!

How often have you gone to Cobalt Coast?1 time(s)

How much [illegible] gone to Viridian [illegible] 3 time(s)

What does Smoochum consider fair game to broadcast? Just about everything you've ever been up to: how much you watch TV, how many things you buy on Shop 'N Squirtle, how often (and to where) you travel. Smoochum somehow knows it all.

Eggzamination Hatch Up PokéEgg


About 5 minutes to hatch.

Another great way to earn purchase points is to play Eggzamination, an interactive game show that displays a PokéEgg about to hatch, then asks you what's inside of it. You won't know if you've won until the egg breaks open—it could hatch in five minutes or five hours.

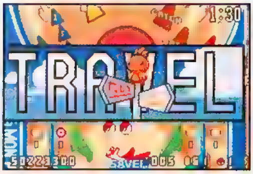
EXPANDED VIEWING AND A SUDDEN MYSTERY

If you're a loyal viewer of every new show, you'll eventually help Pokémon Channel develop into a bustling network. When the unthinkable happens—the final episode of the Pichu Bros. cartoon gets lost in transit to the television studio—Professor Oak will send you and Pikachu on a mission to locate the disc. You'll need to use everything you've learned about Pokémon Channel, the distant areas and visiting Pokémon to scare up the missing episode. Can you save the day and the network?

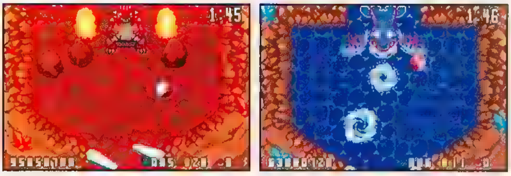
PNF PNF PNF
15:03
PNF
Program Disc Goes Missing!

JIRACHI SPOTTED AGAIN!

Ever since we revealed the existence of Jirachi, our inbox has overflowed with Jirachi sightings. You'll have your chance to give Jirachi a starring role on your team very soon. This month, we're spilling the beans on Jirachi's most recent hangout—in Pokémon Pinball: Ruby & Sapphire with two other hard-to-catch Pokémon!



To catch Jirachi in Pokémon Pinball: Ruby & Sapphire, you'll need to enter Travel mode six times to reach the ruins. Locate Jirachi by activating Slot mode—if you're lucky, the slot will stop on the Jirachi panel. Break open the panel to release Jirachi!



Jirachi isn't the only secret! Groudon's hidden in the Ruby field; Kyogre's lurking in the Sapphire field. The method to catch either is the same. You'll need to light three Catch! counters to enter the first bonus field—Kecleon's in Ruby, Duskull's in Sapphire—and beat it. Then you must light three more Catch! counters to enter the Groudon or Kyogre bonus field. You won't be able to catch the field's namesake in battle until your second encounter, however. Repeat the sequence to enter the Pokémon's bonus field for your fateful fight.

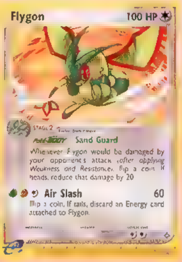
DRAGONS DESCEND!

Rayquaza doesn't come easily on the GBA scene, nor does Altaria, Gyarados or any other Dragon-type. But the TCG battlescape is another story—it's about to undergo a dragon invasion! On Nov. 24, Pokémon-e TCG: EX Dragon swoops into stores. TCG Trainers will either run out to get their own EX Dragon cards, or they'll have to run for cover. The WindBlast and FireFang preconstructed decks ($10.99 MSRP) feature Flygon and Salamence, respectively, and the booster packs ($3.29 MSRP) hold a fierce fleet of Dragon-types!

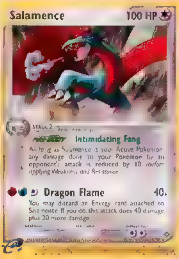
POKéMON e TRADING CARD GAME

EX DRAGON

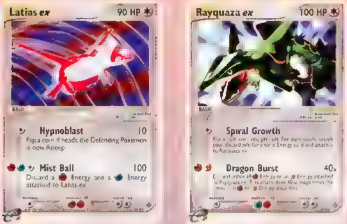
Pokémon e Trading Card Game
WindBlast
DRAGON
WARNING: CHOKING HAZARD


Flygon 100 HP
Stage 2
Poké-Body Sand Guard
Whenever Flygon would be damaged by your opponent's attack (after applying Weakness and Resistance), flip a coin. If heads, reduce that damage by 20.
Air Slash 60
Flip a coin. If tails, discard an Energy card attached to Flygon.

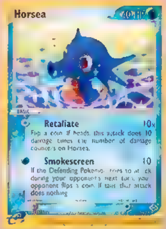
When the WindBlast and FireFang decks collide, there's no telling which of their star dragons will win the day! Flygon slices, dices and serves up the pain with its Air Slash attack, while Salamence incinerates its competition with Dragon Flame. And how will the two stand up against the dragon barrage that will emerge from the booster packs?


Salamence 100 HP
Stage 2
Poké-Body Intimidating Fang
Dragon Flame 40+
You may discard an Energy card attached to Salamence. If you do, this attack does 40 damage plus 20 more damage.

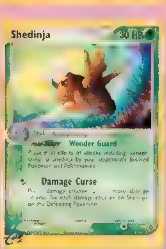
Pokémon e Trading Card Game
FireFang
DRAGON
WARNING: CHOKING HAZARD


Latias ex 90 HP
Hypnoblast 10
Flip a coin. If heads, the Defending Pokémon is now Asleep.
Mist Ball 100
Discard a Energy and a Energy attached to Latias ex.
Rayquaza ex 100 HP
Spiral Growth
Dragon Burst 40x

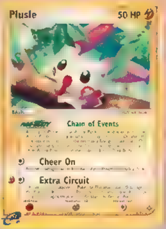
Dragon-types like Latias ex and Rayquaza ex are superstars, but many can be brought down to earth by a Weakness that debuts in EX Dragon: weakness to Colorless-type Pokémon! As much as we love our dragons, it'll be satisfying to see one laid low by a wee Dratini, a cute Swablu or one of the other Colorless-type Pokémon in EX Dragon.


Horsea 40 HP
Retaliate 10x
Smokescreen 10

You'll have to evolve some dragons into play. Horsea is a trooper, and it's also invaluable for launching Kingdra ex, a Stage-2 Water-type, onto the field.


Shedinja 30 HP
Poké-Body Wonder Guard
Damage Curse

The new Shedinja card can help stave off dragon attacks. Its Wonder Guard Poké-Body shields it from all damage that Pokémon-ex and Evolved Pokémon dish out!


Plusle 50 HP
Poké-Body Chain of Events
Cheer On
Extra Circuit

Dragon EX has amazing cards for two-on-two battles. Plusle's Poké-Body ability—Chain of Events—sets off a domino effect that benefits your whole team!

CARD COLOSSEUM

Volbeat and Illumise are one of the flashiest two-on-two duos on the GBA circuit. And ever since they arrived in the EX Sandstorm expansion, the two Pokémon have been creating big buzz among TCG Trainers. Alan from Louisville has e-mailed us one of the strongest Volbeat-Illumise strategies that we've seen. The two Pokémon can unleash a swarm of special-condition ailments, then tag-team to deliver a menacing Pester attack. Smartly, Alan stacks his deck with Trainer cards that help him get Volbeat and Illumise—and his Azurill, Marill and Azumarill cards—out very quickly.

DECK NAME: *TAG-TEAM TERRORS*
TAUNT: *"DA TAG TEAM STRIKES AGAIN!"*

3x	VOLBEAT	#53	✋
3x	ILLUMISE	#38	✋
4x	ZIGZAGOON	#85	✋
2x	LINOONE	#44	✋
1x	LINOONE	#38	⚙
3x	AZURILL	#31	✋
3x	MARILL	#68	✋
2x	AZUMARILL	#30	✋
2x	DOUBLE FULL HEAL	#86	✋
2x	SWITCH	#92	⚙
4x	POTION	#91	⚙
3x	WALLY'S TRAINING	#89	✋
4x	PROFESSOR BIRCH	#89	⚙
3x	POKéNAV	#88	⚙
2x	LANETTE'S NET SEARCH	#87	✋
1x	ENERGY SEARCH	#90	⚙
4x	GRASS ENERGY		
14x	WATER ENERGY		

Alan says that the Linoone rank among his fave cards since they allow him to pick cards he needs. The EX Sandstorm one lets you scavenge your discard pile, and the EX Ruby & Sapphire one lets you plunder your deck.

Marill's a major step in Azumarill evolution. It can also amplify Volbeat and Illumise's Pester with its special-condition-inflicting Double Bubble.

"The most important thing in a deck are Trainer cards!" says Alan. Them's fightin' words to those who use different tactics, but they'd better watch out for Alan's Trainer cards in a two-on-two battle. He uses Double Full Heal to remove special conditions from both of his Active Pokémon, plus others that let him pick cards from his deck.

Surprised by Alan's energy imbalance? Azumarill gulps lots of Water Energy; Volbeat and Illumise don't need much Grass Energy.

Volbeat
60 HP
Poké-BODY Uplifting Glow
As long as Illumise is in play, Volbeat's Retreat Cost is 0
Toxic Vibration
Flip a coin. If heads, the Defending Pokémon is now Poisoned. If tails, the Defending Pokémon is now Asleep.
Pester
20+
If the Defending Pokémon is affected by a Special Condition, this attack does 20 damage plus 20 more damage.

VOLBEAT #53 ✋

Strike with Toxic Vibration to cause a special condition, then follow up with Pester—it does double damage to a foe that has a special condition.

In a two-on-two battle, Volbeat or Illumise can use status affliction to set up its partner to deliver an amped-up Pester in the same turn.

Illumise
60 HP
Poké-BODY Glowing Screen
Chaotic Noise
Pester
20+

ILLUMISE #38 ✋

Illumise can do a first-turn, second-turn combo much like Volbeat's. Its Chaotic Noise afflicts a foe with a special condition; Pester then does double damage.

Illumise's Glowing Screen and Volbeat's Uplifting Glow grant strong protection; each can use its Poké-Body power only when the other Pokémon is in play.

Azurill
40 HP
Baby Evolution
Once during your turn (before your attack), you may put Marill from your hand onto Azurill (this counts as evolving Azurill), and remove all damage counters from Azurill.
Jump Catch
Search your deck for a Trainer card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

AZURILL #31 ✋

Alan's emphasis on Trainer cards makes even more sense with Azurill on hand. Its Jump Catch allows you to select a Trainer card from your deck. Genius!

Azumarill
70 HP
Drizzle
If you have Energy cards in your hand, attach as many Energy cards as you like to any of your Active Pokémon.
Max Bubbles
30x
Flip a coin for each Energy attached to all of your Active Pokémon. This attack does 30 damage times the number of heads.

AZUMARILL #30 ✋

Azumarill's Drizzle lets you put lots of Water Energy on your Active Pokémon—and fuel up quickly to do more potential damage with its Max Bubbles attack.

Card Key

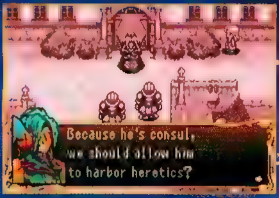
⚙ EX Ruby & Sapphire
✋ EX Sandstorm

Send your deck strategies to pokécenter@nintendopower.com!

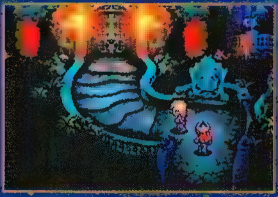
1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.
2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.
3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.
4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

SQUARE ENIX'S BELOVED MANA SERIES CONTINUES IN AN EPIC NEW TALE ON THE GBA.

SWORD of MANA™

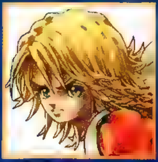


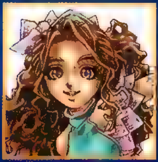
Because he's consul, we should allow him to harbor heretics?



PARALLEL FATES

You can choose to take on the role of either the hero or the heroine for your grand adventure. The hero's sole desire is to avenge his father (the Granz Realm consul) and mother, who were executed by Dark Lord 10 years earlier for harboring heretics. The female protagonist is a Mana Clan member whose mother fell at the hands of Dark Lord with many of her fellow villagers. The heroine has spent her life fleeing the Heretic Hunters ever since.





DUAL TALES

Choose either the hero or the heroine—each character has a unique set of weapons, strengths and weaknesses. The storyline will vary slightly depending on whom you choose.

EVERYONE
E
Fantasy Violence
CONTENT RATED BY
ESRB

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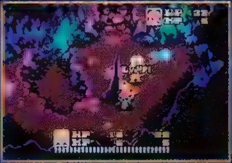
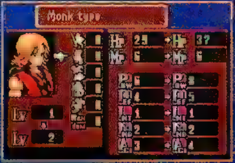
THE SWORD OF MANA SYSTEM

The way in which your character develops is highly customizable and unique, adding depth and variety to your experience. You can also shape the supporting character's growth and experiment with a wide array of accessories.

BATTLE, LEARN AND GROW



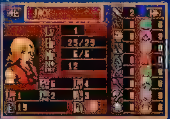


As you travel Granz Realm, you'll battle wandering monsters. When you vanquish foes, the main and supporting character will gain experience. Each time you level up, you can train in a class type, which will raise your stats slightly.

CHOOSE YOUR PATH

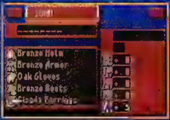
After you train in one class type five times, your path will be set and your character's title will change. Each basic class type branches off into more-advanced classes. The way you train will determine how your character's stats will change, enhancing his or her abilities.

CHARACTER STATUS



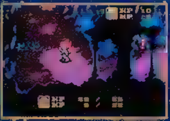
The Status menu displays vital info such as stats, accessories, weapons and spirits gathered for your character and his or her travel companions.

ABUNDANT ACCESSORIES



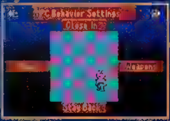
Each accessory enhances one of your character's five attributes. You can equip accessories and check their info in the Accessory menu.

SWITCH CONTROL



Press Select to switch control from the main character to your ally. Switching characters grants you access to your ally's abilities and inventory during battle.

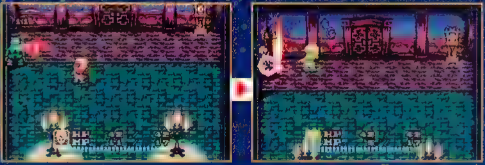
CUSTOMIZE YOUR ALLY



Change your ally's battle behavior by adjusting the NPC settings on the Status menu. Select a behavior style that best complements your protagonist.

SPIRITS AND WEAPONS

The connection between weapons and spirits is intricate, but essential. The weapon your character has equipped directly affects the nature of your attack magic. You'll need to wield the correct weapon to unlock some of the game's secrets with attack magic.



The range and shape of attack spells depend on which weapon you have equipped. For example, while you're wielding the sword, attack magic will be concentrated but lack range. While you wield the bow, range is longer.

ELEMENTAL SPIRITS

As you advance along your adventure, you'll discover eight spirits that each represent a natural element, such as fire or wind. Spirits are the keepers of Mana—when you befriend one, it will offer its abilities to you. Each spirit has unique attack magic and support magic.

WEAPON TYPES

There are nine weapon types that correlate to three attack types (see the box to the right). The hero's unique weapon is the sword, and the heroine's is the staff—both characters can use all the other weapons. Experiment with weapon types—sometimes only one type will help you solve a puzzle.

COMBO ATTACKS AND DEATHBLOWS

Press A three times in a row to perform a combo attack that will deal more damage than a normal attack. When the deathblow gauge at the bottom of the screen is full, hold A then release it to perform a deathblow.

ATTACK MAGIC

Hold the R Button until the currently equipped spirit's icon appears, then release R to let loose its attack spell.

SUPPORT MAGIC

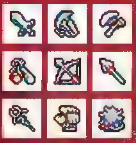
Tap the R Button to summon your equipped spirit's support spell; the spell will also affect your ally if he or she is in range.

POWER UP THE SPIRITS

Spirits will gain experience and grow stronger through use, much like your weapons do. As spirits grow, their spells become more powerful. You can also power up spirits by finding duplicate spirits or, in some cases, by changing classes.

SLASH, BASH AND JAB

Weapons can inflict three types of attack damage—Slash, Bash and Jab. All enemies are weak to one type of damage and resistant to another. Certain weapon types are also more effective against others. Experiment to find out what works best for each encounter.

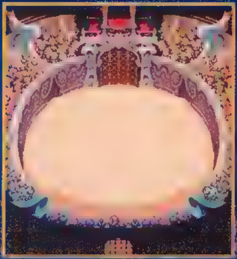


WEAPON LEVEL-UP

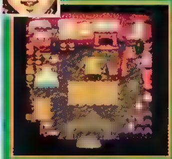
Individual weapon types, such as a bow or lance, will level up with use. When a weapon levels up, it will gain power. Level up at least one weapon in each attack-damage type for a well-rounded character.

THE COLOSSEUM

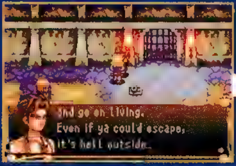
The hero's adventure begins in the colosseum after he wakes suddenly from a recurring dream. Orphaned and enslaved, he is forced to battle monsters for the entertainment of spectators in the name of Dark Lord and Granz Realm.



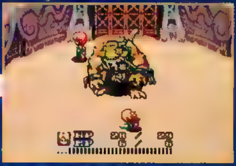
HEROINE'S QUEST



The heroine's quest begins in Cascade Cottage with Sir Bogard, her guardian. She wakes up from a dream similar to the hero's—scattered memories of 10 years ago. The heroine decides to stop spending her life hiding and running from the Heretic Hunters, and sets out to find other survivors of the Mana Clan.



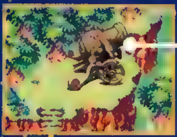
And go on living.
Even if ya could escape,
it's hell outside...



In the colosseum, pray to the Mana Statue and speak to the other slaves. When the bout with the Jackal begins, hit the catlike monster with your sword then quickly dodge its swipes and dash attack. After you defeat the Jackal, run through the upper door to escape.

PATH TO TOPPLE

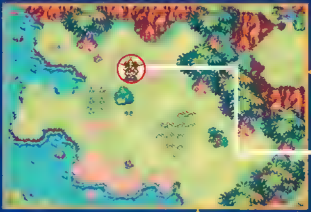
During a close call with Dark Lord, the hero will be knocked off a bridge into the water. After the peculiar beast, Niccolo, fishes the hero out, head south to meet up with the heroine.

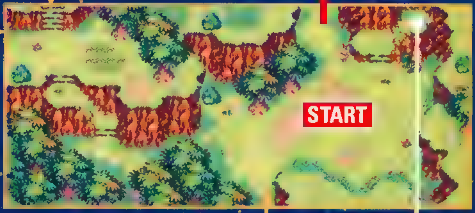


TRAVEL CANNONS

Later on, you'll learn how to use the abandoned cannons scattered throughout the region to visit both new and familiar places.

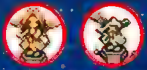
TOPPLE VILLAGE PG.138



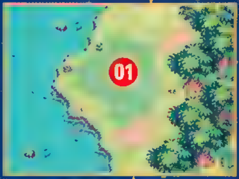


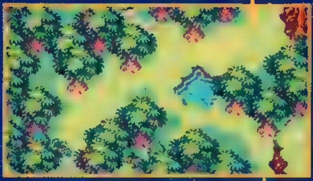
ANGEL GRAIL

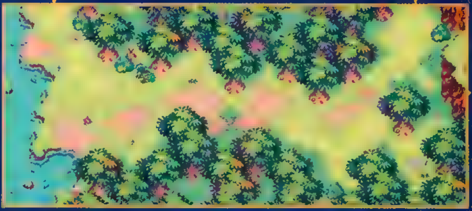
MANA STATUES



There are two types of Mana Statues in Granz Realm. The crumbling silver Mana Statues will only save your progress, while the pristine gold Mana Statues will replenish your HP and MP as well as save your game.







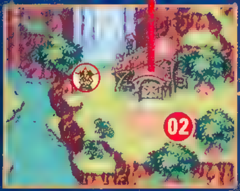
01 THE REUNION

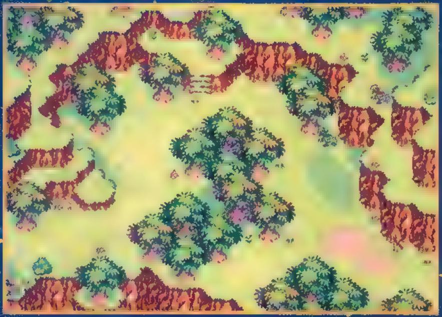
I was just looking
for it myself.
We can go together!

To the south, you'll find the heroine as she's being assaulted by a monster. Defeat the foe then talk to the heroine about going to Topple. Help her find a book in the meadow by cutting down the grass with your sword, then head to Topple together.

TOPPLE OUTSKIRTS

As you travel to Topple Village together, you'll get your first taste of battle with your ally. Press Select to switch characters when you want to use your ally's weapon or move him or her. Keep an eye on your main character's HP if you switch characters.

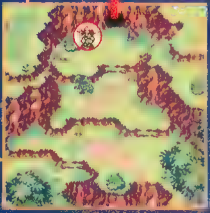


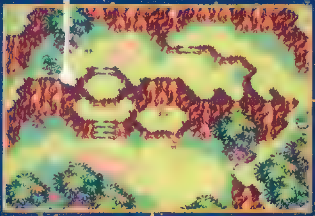


LOCAL MONSTERS

The monsters that appear in the wild differ from day to night. Below are three monsters you'll find on your way to Topple.

BATMO	NIGHT
BEBE	DAY/NIGHT
RABITE	NIGHT

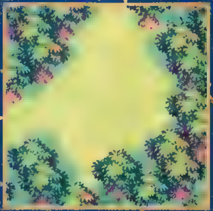


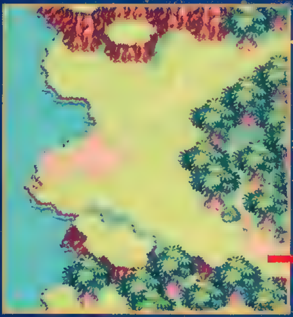


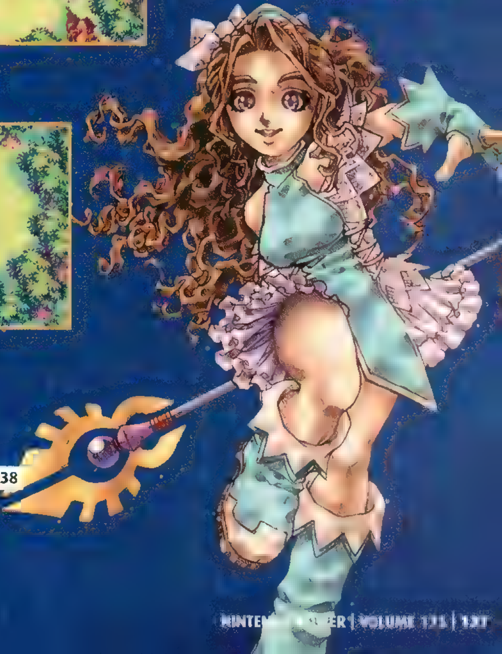
02 THE LESSON

Probably not too bad.
Okay, then. I'll teach
you how to use magic.

As the hero, talk to all the townsfolk in Topple Village (page 138), then go to Cascade Cottage. After you read the letter from Sir Bogard, you'll meet back up with the heroine. She'll teach you how to jump and use spirit magic.

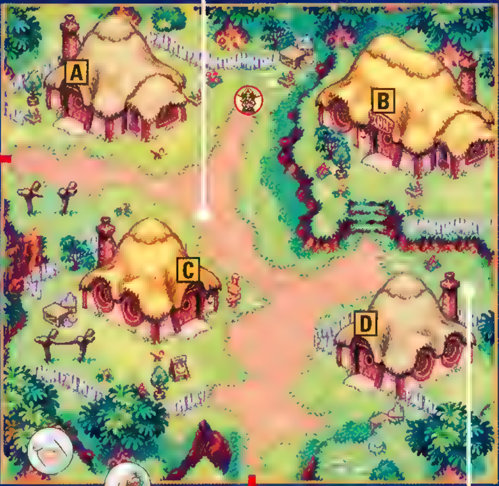


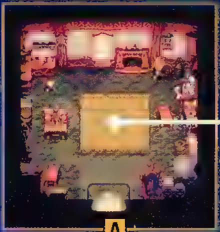




TOPPLE VILLAGE

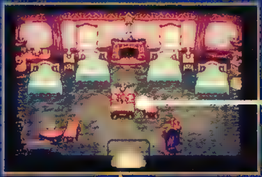
Topple is a small village filled with many wary Mana Goddess followers. When you reach the town, talk to all the citizens during the day and at night—some of them will share different clues at different times of day.

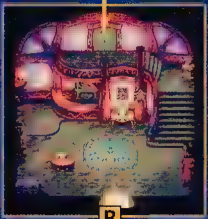




SIR BOGARD CLUES

The hero will learn about the renowned swordsman in Cascade Cottage. The heroine will learn that the hero went to Cascade Cottage.



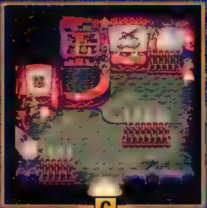


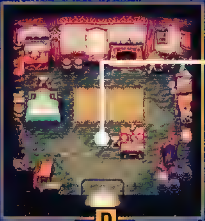
BLOOD POUCHES

Blassie the Third, who will appear at the inn, wants Blood Pouches. For every 10 Blood Pouches you bring him, he'll give you a piece of Dudbear's Gold.

NICCOLO SALES, INC.

Niccolo is a traveling entrepreneur who buys and sells a wide array of goods. You never know where you'll run into him or what he'll have!





MAGIC ROPE

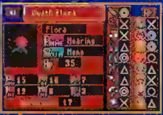
As the hero, speak to the old man and his grandson at the house in the southeast corner of Topple Village to get the Magic Rope. As the heroine, return the grandson's lost book to earn the Magic Rope.

POPOI'S NOTEBOOK

When you first enter Topple Village, Niccolo will be by the Mana Statue, muttering to himself about a notebook that he can't seem to sell. If you try to leave town, Niccolo will stop you and try to sell you Popoi's Notebook for 10 lucre. The notebook will become essential in your quest—be sure to pick it up!

Notebook will automatically record maps and monsters.

MONSTER ALBUM



When you defeat a monster for the first time, the monster and its info will be recorded in the Monster Album in Popoi's Notebook.

AREA MAP

Wendel Coast

As you explore Granz Realm, the area map will update with the names and locations of areas and towns you've visited.

POPOI'S NOTES

Popoi's Notes
Mana Statue
Leveling Up
Magic Rope

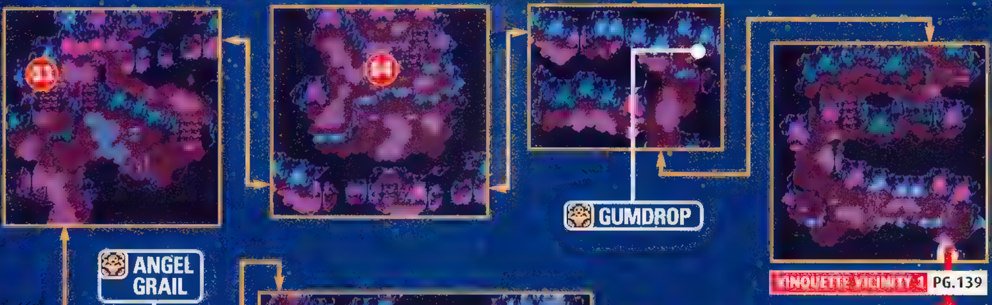
When someone you meet gives you a useful tip or clue, you can check the info in the Popoi's Notes section of Popoi's Notebook.

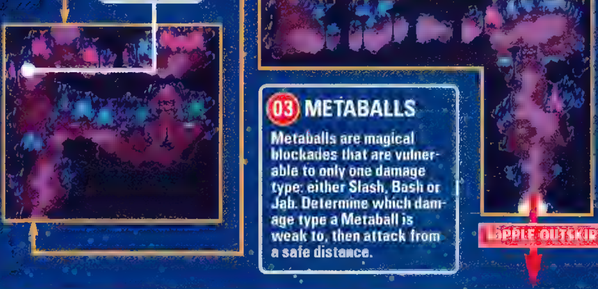
BATMO CAVE

The Topple Village citizens mention that the master of Vinquette Hall has blocked the path to Wendel. You must reach Vinquette Hall through the twisting depths of Batmo Cave—three Metaballs types block areas of the cave.

HEROINE'S PATH

The heroine's path through Batmo Cave is almost identical to the hero's. The heroine can use Bash and Jab attacks, while the hero can use Slash and Jab. You'll need to use all three weapon damage types to break the Metaballs in Batmo cave.

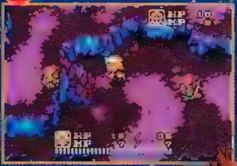




03 METABALLS

Metaballs are magical blockades that are vulnerable to only one damage type: either Slash, Bash or Jab. Determine which damage type a Metaball is weak to, then attack from a safe distance.

04 GET THE BOW



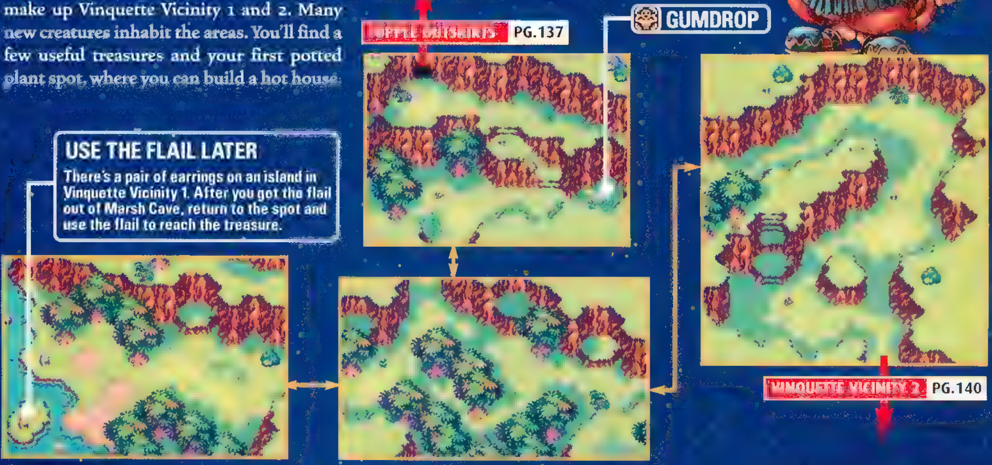
Defeat the four bow-wielding Chobin Hoods to earn the bow. You need it to break some Metaballs and defeat monsters such as Lime Slimes.

VINQUETTE VICINITY 1

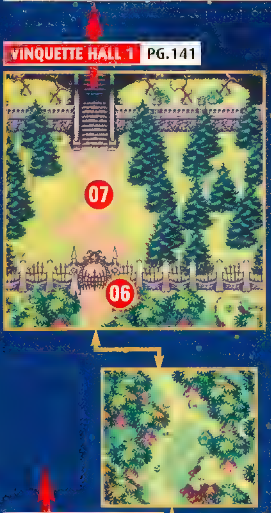
The wooded areas around Vinquette Hall make up Vinquette Vicinity 1 and 2. Many new creatures inhabit the areas. You'll find a few useful treasures and your first potted plant spot, where you can build a hot house.

USE THE FLAIL LATER

There's a pair of earrings on an island in Vinquette Vicinity 1. After you get the flail out of Marsh Cave, return to the spot and use the flail to reach the treasure.



VINQUETTE VICINITY 2


VINQUETTE HALL 1
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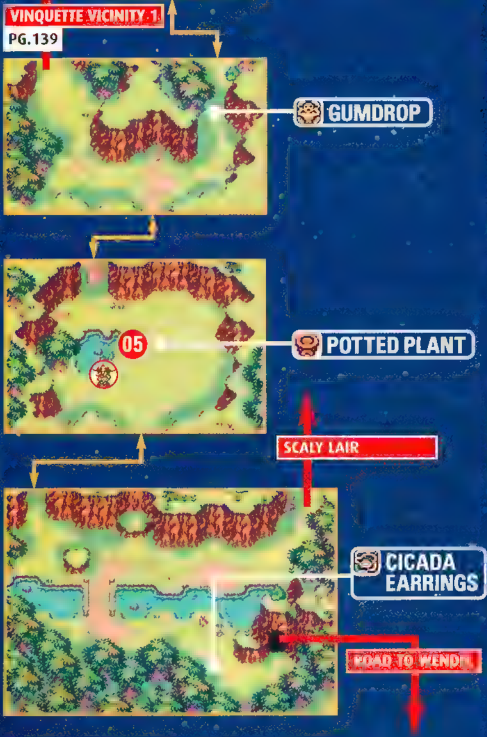
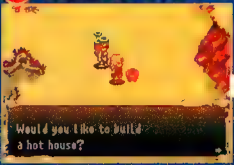
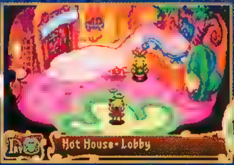
06

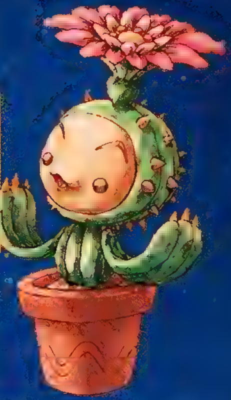

VINQUETTE VICINITY 1
PG.139
GUMDROP
05
POTTED PLANT
SCALY LAIR
CICADA EARRINGS
ROAD TO WENDEL

05 GET THE CACTUS ESSENCE



Would you like to build a hot house?

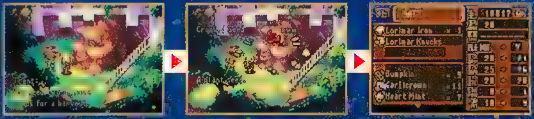

Hot House• Lobby



On the way to Vinquette Hall, you'll meet up with the traveling merchant, Niccolo, again. He has Cactus Essence for sale for 50 lucre. If you're short on funds, he'll accept what lucre you've got for the rare essence.

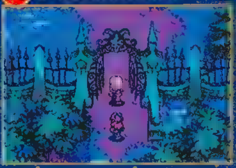
Use Cactus Essence when you find a potted plant spot to erect a hot house. Inside a hot house you can talk to the silent but poetic Li'l Cactus, plant seeds in the orchard and eventually forge and temper armor and weapons with Watts.

HOW TO USE THE HOT HOUSE


Lorimar Iron
Lorimar Knucks
Bumpkin
Pearlicrown
Heart Mint

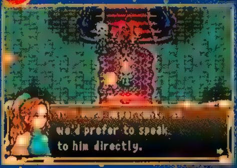
Talk to Trent to plant seeds in the orchard. By planting a combination of seeds, a special fruit or vegetable that you'll use for tempering will grow.

06 NIGHTFALL



Vinquette Hall's gate is open to visitors at night only. If you arrive at any other time, the gate will be sealed shut. Walk around Vinquette Vicinity until nightfall then enter Vinquette Hall.

07 THE BUTLER



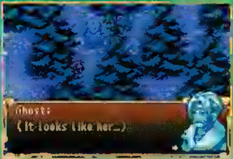
we'd prefer to speak to him directly.

Vinquette Hall's gracious but somewhat suspicious butler will greet you after you walk through the front door. He'll ask you to spend the night in the eerie hall, to which you'll agree reluctantly.

HEROINE'S TALE

When you walk through the gate to Vinquette Hall, the hero will meet a mysterious man and the heroine will run off into the woods. In the woods, the heroine will experience a frightful encounter with a noble-looking ghost.

VINQUETTE HALL ENTRANCE



Ghost:
(It looks like her...)

Unless you play the heroine, you'll never know what she sees in the woods when she encounters the ghost. After she encounters the ghost, the heroine and hero will move on to enter Vinquette Hall.

VINQUETTE HALL 1

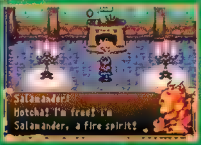
Vinquette Hall is home to many undead monsters as well as its elusive Mavole master, Count Lee. During your stay, you'll also meet the kind Lady Isabella and a trapped spirit and find some treasure.

NEW ENEMIES

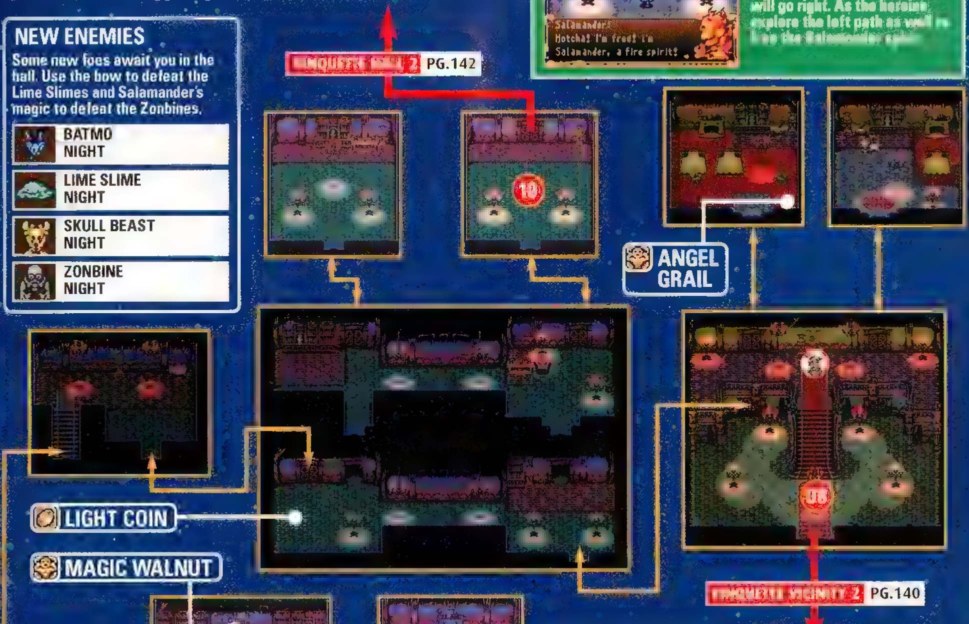
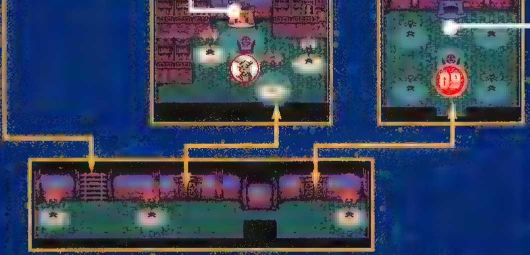
Some new foes await you in the hall. Use the bow to defeat the Lime Slimes and Salamander's magic to defeat the Zonbines.

BATMO	NIGHT
LIME SLIME	NIGHT
SKULL BEAST	NIGHT
ZONBINE	NIGHT

HEROINE'S QUEST


Salamander:
Hotcha! I'm free! I'm
Salamander, a fire spirit!

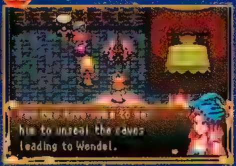
[illegible], the hero and heroine will take separate paths. The hero will go left from the foyer, and the heroine will go right. As the heroine explore the left path as well to free the Salamander spirit.

SALAMANDER SPIRIT

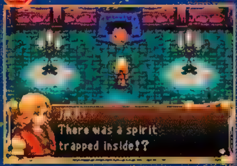
Salamander is the second Mana Spirit you'll befriend. Salamander's attack magic damages enemies with fire and may inflict your foe with FireMan status, which prevents future attacks. Its support magic doubles your attack power for a short time.

LADY ISABELLA


him to unseal the caves
leading to Wendel.

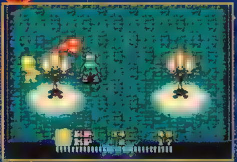
Lady Isabella is a kind-hearted Mavole and a good friend of Count Lee's. Talk to her in her room to learn more about the count and the recent happenings around the hall.

FIRE SPIRIT


There was a spirit
trapped inside!?

A Salamander spirit is trapped in one of the fireplaces behind a Metaball. Use the bow to destroy the Metaball. The Salamander spirit will join you.

USE SALAMANDER'S MAGIC



The Zonbines that lurk throughout Vinquette Hall are weak to only one thing—fire. Use Salamander's attack magic to make quick work of the Zonbines and most other monsters in the hall.

SIT TO RESTORE MAGIC POWER

When your magic power is low, sit in a safe place to let it regenerate. Hold L and A to sit; release both buttons to stand. The heroine regenerates magic power faster than the hero.

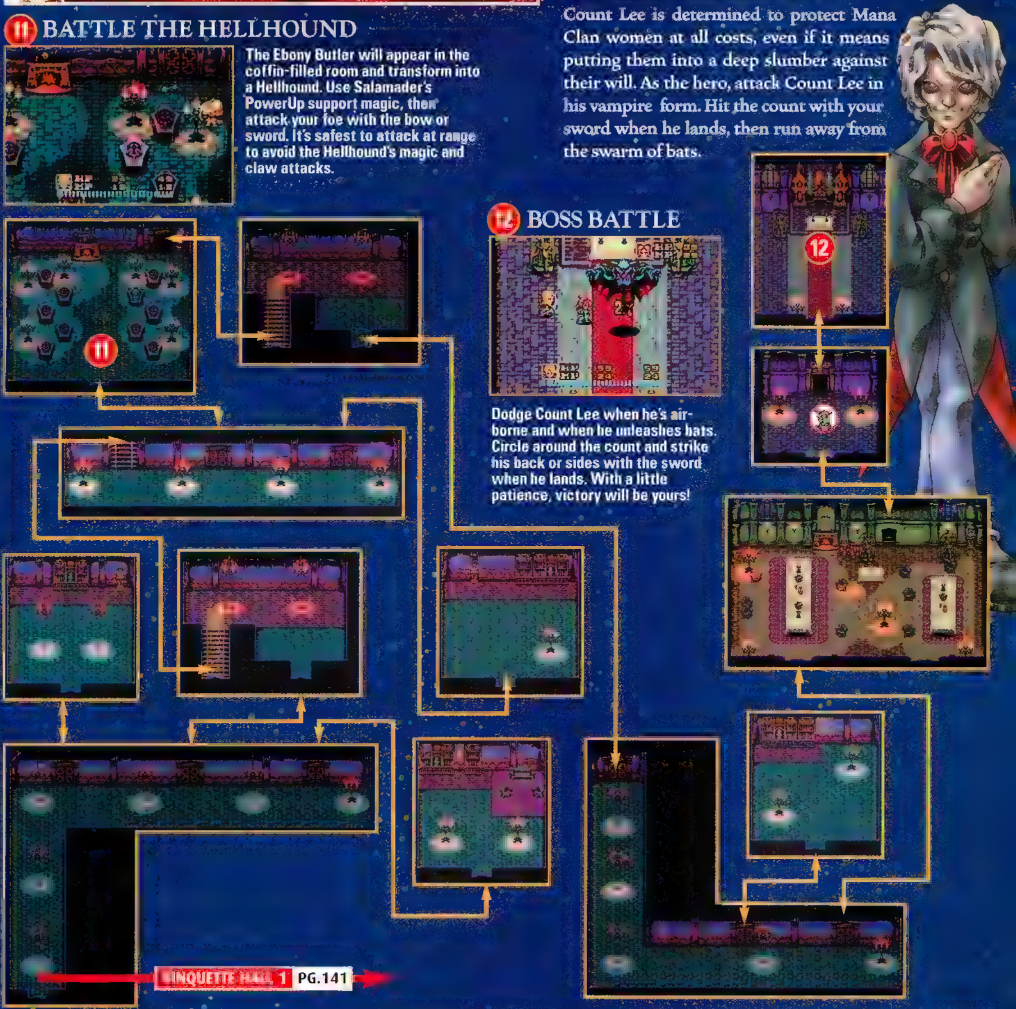
VINQUETTE HALL 2

11 BATTLE THE HELLHOUND

The Ebony Butler will appear in the coffin-filled room and transform into a Hellhound. Use Salamader's PowerUp support magic, then attack your foe with the bow or sword. It's safest to attack at range to avoid the Hellhound's magic and claw attacks.

COUNT LEE

Count Lee is determined to protect Mana Clan women at all costs, even if it means putting them into a deep slumber against their will. As the hero, attack Count Lee in his vampire form. Hit the count with your sword when he lands, then run away from the swarm of bats.

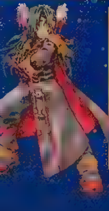


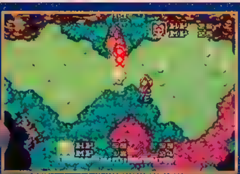
12 BOSS BATTLE

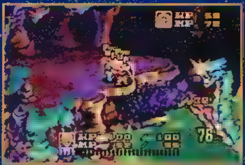
Dodge Count Lee when he's airborne and when he unleashes bats. Circle around the count and strike his back or sides with the sword when he lands. With a little patience, victory will be yours!

On to Wendel!

After you defeat Count Lee, he'll reluctantly reveal how to reach Wendel, where your quest will take a new turn. We've barely touched upon the epic story—countless mysteries and perils lie ahead. Stay tuned for next month's continuing coverage, and pick up Nintendo's official Player's Guide—you won't want to miss out on any of the secrets!







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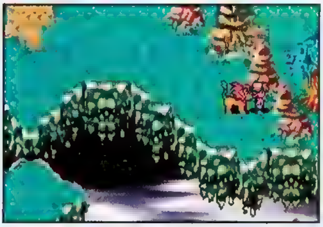
EPIC CENTER

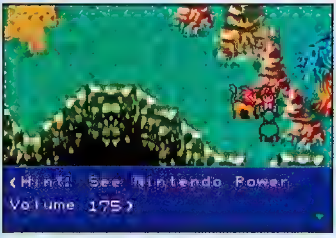
EPIC NEWS

Secrets abound in Epic this month! If you've been playing DemiKids Light or Dark, you've probably encountered the beasts who want a secret password from Nintendo Power. Well, wait no more, because we've got the goods. Also check out the Shining Soul II and Kingdom Hearts action! Now there's a couple of fantastic titles!

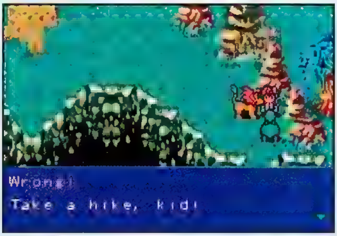
DEMIKIDS SECRET PASSWORD REVEALED!

Atlus's collection-based RPG pair for GBA, DemiKids Light and Dark, is set in the present day and focuses on a group of friends who are thrust into a battle to save the world. To do so, they must befriend hundreds of supernatural creatures that can fight for them. Much like other collection games, such as Pokémon or Robopon, finding and cataloging all of the monsters is one of the main goals. But DemiKids Light and Dark are special—there are five monsters that won't join your team unless you give them a secret password that appears only on the pages of this magazine!



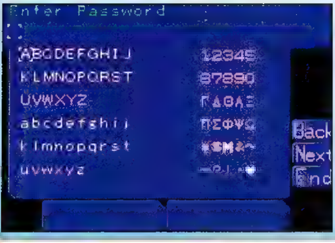


‹Hint: See Nintendo Power Volume 175›



Wrong!
Take a hike, kid!

As soon as you speak to one of the special monsters, it will prompt you to enter the secret word. If you say it right, the monster will join your team. If you misspeak, it will tell you to get lost.



The five passwords are as follows:

- When you find Chot, you must say "Atlus."
- When you find Ikonda, you must say "Light."
- When you find Pandora, you must say "Megami."
- When you find Starhair, you must say "Tensei."
- When you find Lucifroz, you must say "Dark."

The passwords are the same for both versions of the game, so all you have to do is start looking for the secret monsters. Good luck, and be sure to check out our preview and walk-through of another great Atlus title, Shining Soul II!

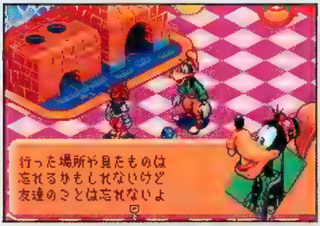
EPIC PREVIEW

We can't get enough of Square Enix! The creators of Final Fantasy Tactics Advance and Final Fantasy: Crystal Chronicles is bringing another masterpiece to the GBA—Kingdom Hearts: Chain of Memories. In the sequel to the best-selling PS2 title, Square Enix and Disney characters join forces to save the world. We'll have much more information on the game in the coming months, but for now, sit back and enjoy the screens.

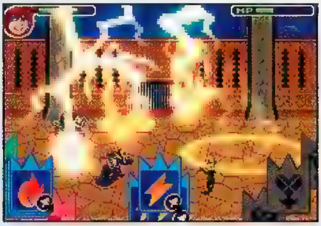
Disney SQUARE ENIX

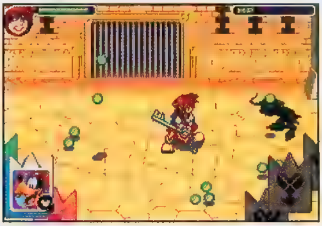
Kingdom Hearts
CHAIN of MEMORIES

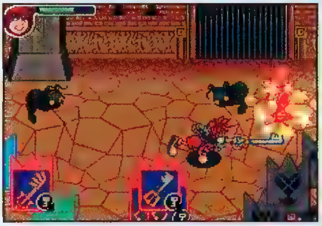
チェイン オブ メモリーズ

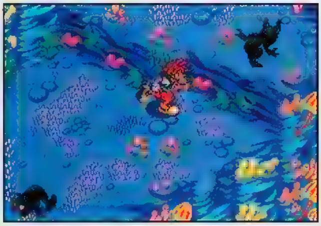


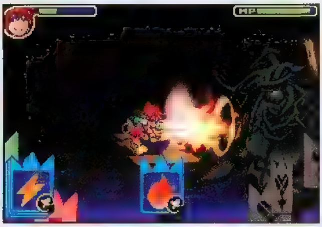
行った場所や見たものは
忘れるかもしれないけど
友達のことは忘れないよ

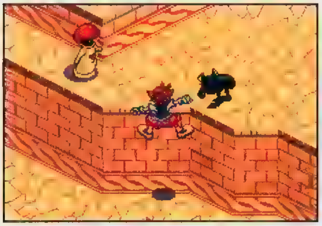


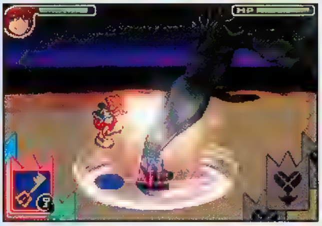


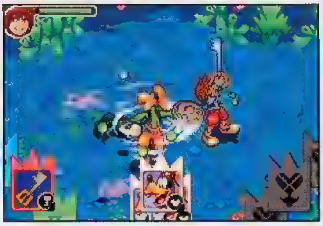


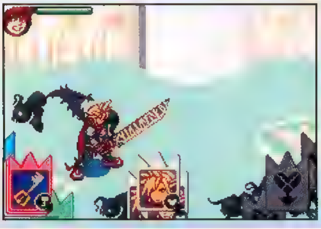


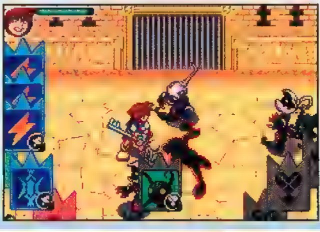


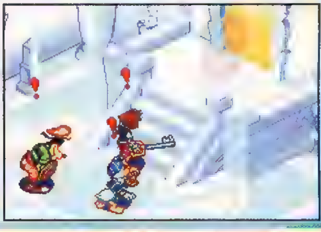








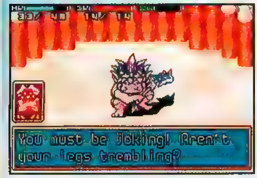




EPIC OVERVIEW

One soul is never enough! Atlus recently released Shining Soul—one of the most enjoyable GBA titles in recent memory—and now it's following up with Shining Soul II. The new title follows the same hack-and-slash format of the original, but improves on it with more characters, items and secret quests.

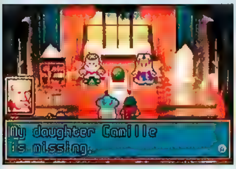
SHINING SOUL™


You must be joking! Aren't your legs trembling?

......!

FILLET OF SOUL

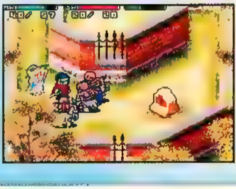
In Shining Soul, you took on the role of a reluctant hero who overcame unbelievable odds to vanquish the Dark Dragon and restore peace to the realm. Shining Soul II takes place years later, and once again a fell wind is in the air. The king's daughter turns up missing, which begins a chain of events that will lead you to a plot of terrible evil. What's a hero to do but strap on some armor and save the day?


My daughter Camille is missing.

GET YOUR DUNGEON CRAWL ON

So how does the game work? You'll receive a mission (usually from the king), which you can access via an overworld map. When you go to a mission area, you'll fight monsters in real time, collecting items and treasure along the way. After you beat the boss, you can return to the king to get a new mission—although you can go back to an area at any time. You'll earn EP and learn new moves as you level up.

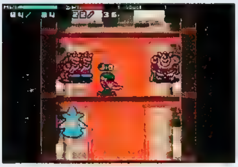
Grandma Colita's Well



FRIENDS ARE FUN

The first and second Shining Soul titles have more than plot and gameplay in common—they share a fantastic multiplayer mode! In fact, while SS II is tons of fun by yourself, the game is designed to work as a multiplayer experience—since there is no true pause screen, it's always helpful to have one person watch your back while you sort through the inventory or level up your characters.

Brawler
Strong and dexterous
Zachs



In multiplayer mode, only one player can save. When he or she does, the stats and items of the other party members will be recorded on each individual Game Pak—but the progress of the missions will be saved only on the first player's Pak. When you restart the game, you must use the same Pak for player one.

SWORD of MANA
NINTENDO POWER
GAME BOY ADVANCE

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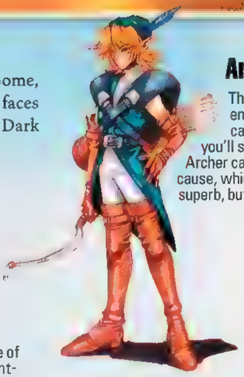
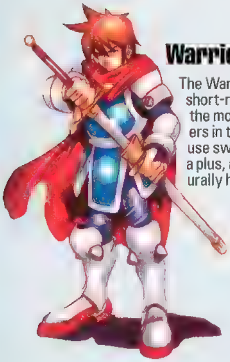
THE CHARACTERS

There are eight playable characters in SS II. Some, like the Archer and Dragonute, are familiar faces from the first title. Others, like the Ninja and Dark Wizard, are new arrivals.



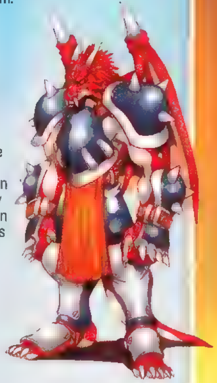
Archer

The Archer is your man for long-range attacks, but close encounters are almost entirely out of the question. (He can use spears and spellbooks in addition to the bow, but you'll still want to do most of your fighting from afar.) The Archer can summon the power of forest animals to aid in his cause, which is a nifty skill in times of trouble. His Dexterity is superb, but a low Defense can be a problem.



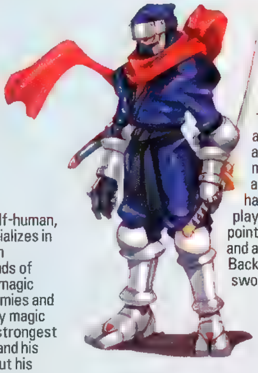
Warrior

The Warrior is a master of short-range combat and one of the most well-balanced fighters in the game. The ability to use swords, spears and axes is a plus, as is the character's naturally high Defense.



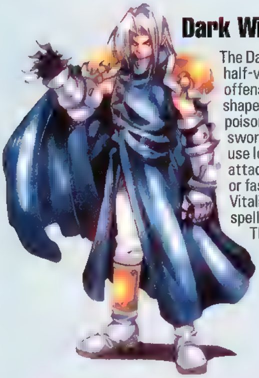
Dragonute

The burliest of all characters, the Dragonute is unmatched in terms of pure physical strength. His attacks are the strongest in the game, but they're fairly slow and can leave him open to a counterattack. He uses axes and flails to bring the pain to his enemies.



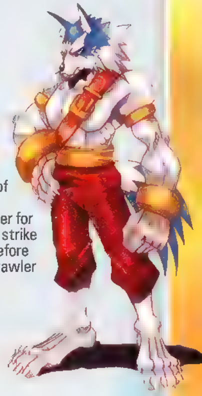
Ninja

The Ninja is the fastest character around, and the only character with a good balance of physical and magic attacks. With high Dexterity and Attack ratings, the Ninja is perhaps the best choice for a beginning player—make sure that you add lots of points to his Vitality when you level up, and also work on his Critical and Backstab abilities. The Ninja can use swords, knives and scimitars.



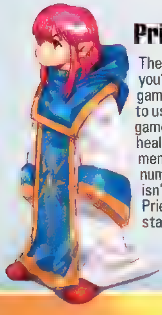
Dark Wizard

The Dark Wizard is a half-human, half-vampire who specializes in offensive magic. He can shapeshift, create clouds of poison gas, summon a magic sword to strike at enemies and use lots of other nasty magic attacks. He's not the strongest or fastest character, and his Vitality is fairly low, but his spellcasting skill is undeniable. The Dark Wizard can use staffs and spellbooks.



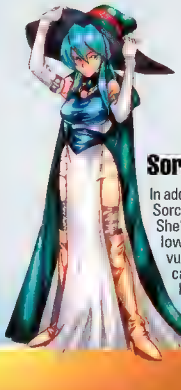
Brawler

The name says it all. The beastly Brawler has a low Defense but incredible Attack and Dexterity ratings. He is limited in the kinds of armor he can use (hence the low Defense), but there's no one better for guerrilla combat. Rush your foes, strike a couple of times, then get out before they know what hit them. The Brawler can use Claws and Knives.



Priestess

The Priestess is a must-have if you're playing a multiplayer game, but she's not the character to use if you're trying to clear the game by yourself. She excels at healing herself and other party members—and can also cast a number of support spells—but isn't much for combat. The Priestess can use flails and staffs in addition to spellbooks.



Sorceress

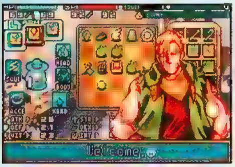
In addition to being the owner of a big hat, the Sorceress is a versatile offensive magic user. She's at her best when attacking from afar—low Defense and Vitality ratings make her vulnerable to strong physical attacks. She can use spellbooks and staffs, but try to keep her out of hand-to-hand combat.

LET'S GET GOING!

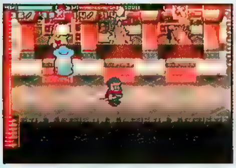
You've chosen your characters and gathered your friends—now it's time to hit the trail! You'll begin the game inside Klantol Castle. Speak to the king and queen, then explore the palace before you set off for the Goblin Fort.

KLANTOL CASTLE

There is a lot to see and do inside the castle. Shopkeepers are your main source of weapons, armor and items, and they will purchase scavenged items from you. You can also speak to the townspeople to get new missions or receive valuable advice.


Welcome...

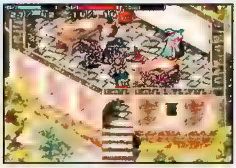
The shops are (from left to right) a valuer (who will identify unknown items), an item shop, a bank (where you can store money and items), a weapon shop, an armory and a blacksmith. If you bring the blacksmith three forgeable items and a whole lot of cash, he'll make you new, powerful items.



Explore every nook and cranny of the castle. There are lots of secret passages, as well as hidden items. The building on the right-hand side of the courtyard contains a bed. If you are low on HP, spend a night in the bed to regain your strength—it's free of charge.

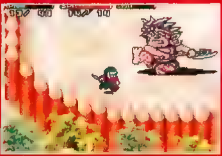
Level 1 GOBLIN FORT

Your first task is in the Goblin Fort. At one point, you'll find goblins talking in a room. Take them out, then smash the dresser to find a key—you'll need it in Wizari's place.



COLONEL GOBOVICH

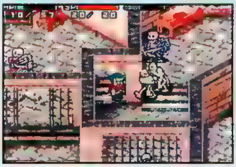
The Goblin Fort boss is an unpleasant fellow named Colonel Gobovich. Wait for him to attack with a deadly spin move, then rush in and hit him a few times. Repeat the process until he collapses.



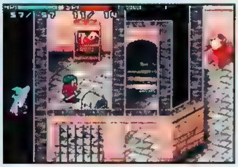
You can get in five or six quality hits on the colonel. When he pulls the axe back, get out of the way or he'll send you flying.

Level 2 GIANT'S GRAVEYARD

To reach Wizari's Castle and the king's imprisoned daughter, you'll have to traverse a terrifying boneyard. If you are lucky enough to find a weapon that does extra damage against the undead, equip it.



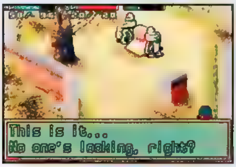
The enemies aren't easy—be especially careful of the purple skeletons. They can drain almost all of your HP with a single hit.



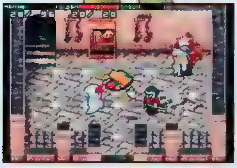
Keep an eye out for treasure chests. Even if it doesn't look like you can reach them, there's always a secret passage somewhere.

Soul Searching

Boken, the young adventurer you met at the beginning of the game, has fallen on hard times. Really hard times. Actually, he's dead. But never fear! You can bring him back to life and stop his ghost from haunting the Giant's Graveyard. You won't receive EP for the task, but it's always nice to help those who are six feet under.


This is it...
No one's looking, right?

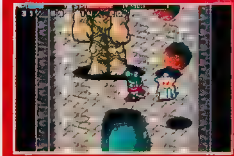
A pair of skeletons will be grumbling about moving a gravestone. Wait for them to finish before you attack. Boken's Soul is under the stone.

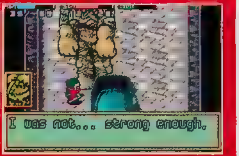


When you find Boken, equip his soul in your Item screen and throw it at his ghost by using the B Button. A direct hit will bring him back to life.

GROVE GIANT

To reach the Grove Giant, you must eliminate three smaller Grove Giants and get three keys from treasure chests. When you reach the boss, look out for falling rocks!

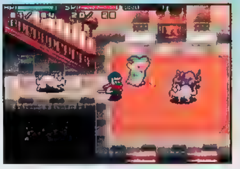



I was not... strong enough.

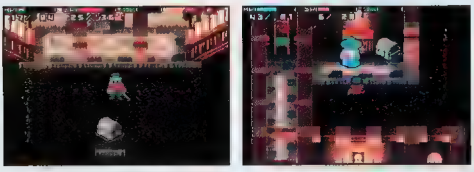
The Grove Giant walks in small circles and pounds the ground with his fists, causing rocks to fall. Look for the shadow of the rock and avoid it, then rush the giant and hit him a few times. Run away when he starts moving again, then continue the pattern.

Level 3 WIZARI'S CASTLE

Wizari's Castle is a maze of monsters and madness. Watch out for the spiders, and be careful on the stairs. Some characters have trouble shooting up the steps.



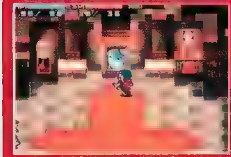
Secret Passages!



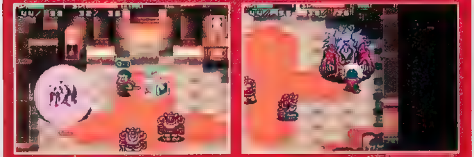
There are plenty of the hidden pathways in Wizari's Castle. You can see some secret passages by looking for a dark purple line near a wall, but some are invisible. You can find them by walking at a diagonal angle along the wall's edge. If there is a secret passageway, you'll fall into it.

WIZARI

Evil magic user Wizari appears to be a pretty young woman—but that is just a facade! Force the witch to reveal her true form, then eliminate her with extreme prejudice.



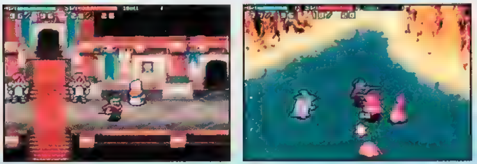
Wizari will be invincible until you discover her underlying form. As soon as the boss battle begins, run to the picture in the back of the room and attack it. After a few blows, it will fall apart and Wizari will turn into a hideous monster.

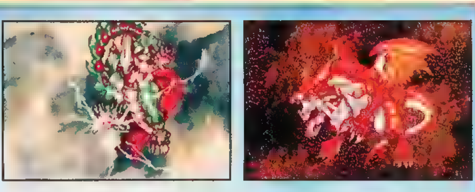


Wizari casts a spell that shoots energy balls in a spiral. Wait for her to launch the attack, then move in and give her what-for. There are also two slow, but strong enemies patrolling the room. The fight will be easier if you eliminate them first.

Side Quest THE OLD WOMAN'S WELL

After the Goblin Fort, you can speak to an old woman near the king's chamber. Afterward, you'll be able to enter a new area on the world map—the well. Clear it of monsters to earn a soul.





Souls can be equipped in the slot above your accessory. As you attack, the Soul Meter at the top of the screen will start to fill. Once it's completely full, press the Select Button to use the soul and unleash a devastating attack. (Note that Boken's Soul is an item and not equipable like other souls you might find.)

HELPFUL TIPS

YOU CAN BANK ON IT

If you perish during a level, you'll lose half of your money. Don't let that happen—put all of your cash in the bank every time you visit Klantol Castle. It will save you a lot of grief in the long run.

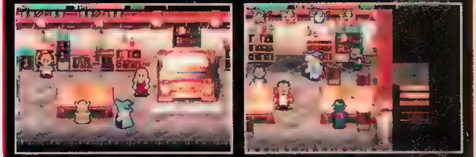
THE WIND BENEATH MY ANGEL WINGS

When you are cut down, you'll be returned to a bed in Klantol Castle. There is a set of Angel Wings in a secret passage to the left of the bed. The wings will reappear each time you kick off, so you can pick up as many pairs as you need.

QUICK CASH

When you get an item with a question mark, it must be appraised. Don't sell the item before you know what it is, or you'll get only one gold piece. Unknown items are expensive to appraise but are often the most powerful weapons and armor in the game.

NEWSIES



Find the room in the castle where an old man and his two daughters are, then take a secret passage on the eastern side of the room. Eventually you'll find the staff of a paper called the *Klantol Times*. Bring them a Leather Hood, Bone Shield, China Dress and Goblin Axe to receive a special item.

YOU GOT SOUL

There's a whole lot more to see and do in Shining Soul II. Don't miss out! It may not be the most hyped title of the season, but it's a monumentally enjoyable game that is perfect for multiplayer action. Shine on, you crazy soul!

ARENA

ARE YOU GAME?

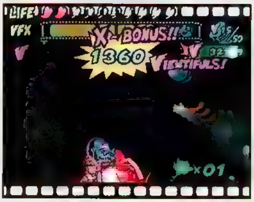
CHALLENGE

Life is Viewtiful, and so is this month's Arena Challenge! Pick up a copy of the hottest game around, Viewtiful Joe, and pound enemies to your heart's content. Once you have as many Viewtifuls as you think you can get, snap a picture of the screen and send it to the address below. The five entrants with the most Viewtifuls will pick up a snazzy new T-shirt.

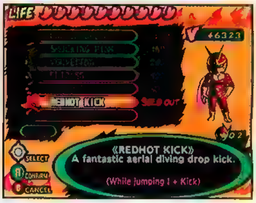
For tips on taking a good photo, go to www.nintendo.com/phototips.

VIEWTIFUL JOE

VIEWTIFUL COMBOS



THE HIGH-SCORE HOEDOWN



《REDHOT KICK》
A fantastic aerial diving drop kick.
(While jumping I + Kick)

Your Viewtiful count is located in the upper right-hand corner of the screen. You can take the shot on any level and at any time, but we recommend waiting until a break in the action. If you take it earlier, pause the game to get a clear shot.

NP SCOREBOARD

NCAA FOOTBALL 2004: BIGGEST DIFFERENTIAL IN TOTAL OFFENSE (VOL. 172)

Ben Wakeland, Nebraska	5,344 yards
Bryden McGrath, Washington	4,126 yards
Matt Parish, New Jersey	2,197 yards
Mark Sandman, New York	2,108 yards
Daren Hadow, Vermont	2,004 yards

CAUTION:

TWISTED CHALLENGES AHEAD

Beat Final Fantasy Tactics Advance without ever changing a character's job.

– JONATHAN DAVIS
NEW YORK

Complete a season of Madden NFL 2004 without committing a single turnover.

– SCOTT MOORE
TEXAS

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before January 3, 2004.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA@NINTENDOPOWER.COM

NINTENDO POWER ARENA V.175
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules. No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v175" on the back of your photo, and mail the entry to this address: NINTENDO POWER ARENA V.175 P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 01/03/04. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 01/20/04, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 02/15/04. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 02/15/04) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee, taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and, if winner is a minor, his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright 2004 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc. ("Sponsor"), Redmond, Washington.

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CLEANER
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TEEN
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CONTENT RATED BY ESRB
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Violence
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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JANUARY 2004

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

MARIO KART: DOUBLE DASH!!

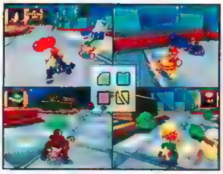
Double your fun with the coolest-ever kart racer—a raucous two-seater.

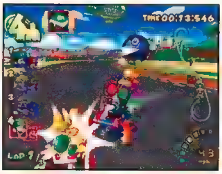
NINTENDO GAMECUBE
MARIO KART
Double Dash!!
E

The series that invented the kart racer blows the roof off the genre with one of the most insanely fun titles to come around the bend in a long time. Mario Kart: Double Dash!! puts two characters into every cool, customized kart and allows for both cooperative (two players per kart) and competitive multiplayer action. While one character steers, the other one tosses power-ups and keeps track of the competition, and the characters can switch positions on the fly.

The Grand Prix is the heart of the game. You'll start with your choice of three cups (each featuring four tracks) and 16 characters (each with a unique power-up item), then unlock more races and characters as you go. The selection of karts varies, depending on the character combination. Baby Mario and Koopa can fit into Koopa's shell kart or a revved-up baby carriage, while Wario and Bowser must choose from three vehicles, including Wario's purple convertible.

The tracks are big, bold, colorful and widely varied. They range from oval speedways to arena dirt tracks to off-road courses in familiar locations, such as Paper Mario's Dry Dry Desert. The graphics are 3-D perfection and the controls and game mechanics rival those of any GCN racing game.





COMMENTS: **Chris**—The franchise remains the leader of its genre. The LAN and cooperative play add loads of value. The single-player modes remain balanced and competitive. **Scott**—The innovative co-op mode is wonderful, but I give the latest Mario Kart full marks simply because it's so much fun to race. **Steven**—Why tinker with an already perfect series? Because adding a backseat driver makes MK's single-player racing insanely perfect—and sets a hilarious new benchmark for co-op gaming. **Steve**—The greatest Mario Kart to date.

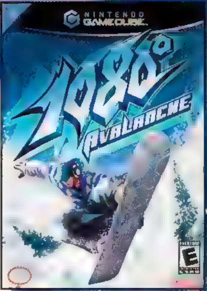
- Nintendo 8
- 1 to 4 players (split-screen)
- 1 to 16 players (with LAN)

ALAN	★★★★★
CHRIS	★★★★★
SCOTT	★★★★★
STEVE	★★★★★
STEVEN	★★★★★

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

1080° AVALANCHE

Find danger around every curve and mogul in Nintendo's winter classic.

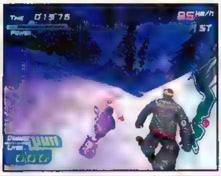


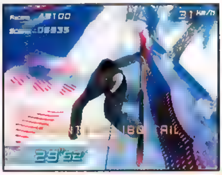
The N64's premiere snowboarder, 1080° Snowboarding, has been rebuilt from the ground up to make the ultimate GCN-exclusive winter sports ride. Soar from the top of the mountain on 15 killer courses, and survive scrapes with rolling rocks, falling icicles and huge drops as you compete against computer-controlled pros in Match Races or against your friends in multiplayer challenges. Deep powder, packed snow, rails, wood ramps and slick ice cause your boarder to slide in an almost-out-of-control blur. If you lose your balance, you can regain it (or wipe out trying) by making circular motions with the Control Stick. Boarders who spend more time rolling in the snow than sliding will be covered in powder by the time they reach the finish line.

By pulling off air tricks and grinds, you can build your Power Meter, giving your rider the strength to make competitors wipe out and to recover quickly from spills. Gate Challenges test your tight turning skills, while Time Trials challenge you to collect coins and unlock hidden features. Trick Attack mode takes place on three custom courses.

Play control is nothing short of perfect, offering just the right level of challenge as you attempt to pull off tricks and negotiate tight passages at top speeds.

COMMENTS: **Steve**—1080°: Avalanche stands up to some stiff competition with intuitive controls and a fantastic sense of speed. **Scott**—You won't find the wild antics of SSX, but you will find superior challenges and cool visual effects. **Steven**—As revolutionary as SSX was, now 1080°: Avalanche is the one that hits the slopes with style and innovation. The extreme-survival angle puts the edge back in snowboarding. **Chris**—The graphics are beautifully rendered, and the avalanches are really exciting.





- Nintendo 3
- 1 to 4 players (split-screen or [illegible])

CHRIS	★★★★½
GEORGE	★★★★½
SCOTT	★★★★
STEVE	★★★★
STEVEN	★★★★½

EVERYONE E CONTENT RATED BY ESRB — Mild Lyrics

MARIO PARTY 5

Party hearty with a heaping helping of modes and minigames.

Mario, Luigi and the rest of the Mushroom Kingdom gang get the party started with their biggest bash yet. Mario Party 5 is loaded with multiplayer and single-player modes that reinvent and go beyond the traditional board game format.

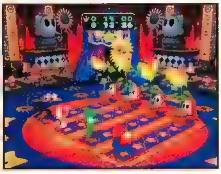
Classic Party mode challenges up to four players to hop around a choice of six dream-themed lands and compete for stars. Players can team up or go it alone. They can also choose minigames by type (Action, Skill, Goofy, Easy or All).

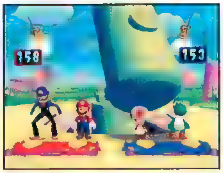
Story mode is a single-player romp versus three of Bowser's Koopa Kids. The computer-controlled opponents take their turns all at once to cut downtime for the player.

The all-new Super Duel mode is a vehicle battle in which players can purchase parts for their cars using credits earned from the board-game modes. And as if that weren't enough, Bonus mode offers three additional games that are great for four players—Beach Volleyball, Ice Hockey and Card Party (a board-game variation that reveals the board path as cards are flipped).

The graphics, as always, are colorful and festive, and the intuitive play control allows players to pick up any minigame or mode in an instant and jump right into the action.

COMMENTS: **Steve**—Mario Party 5 doesn't do anything to revolutionize the franchise, but it's still one of the most enjoyable multiplayer experiences around. **Jessica**—The numerous modes, unique minigames, cheerful graphics and new bonus games make this a great addition to the popular Mario Party series. As with its predecessors, you'll find yourself drawn in to the competitive fun whether you're playing alone or with your friends.





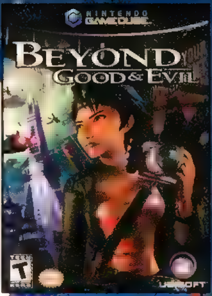
- Nintendo 5
- 1 to 4 players simultaneously

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★½
JESSICA	★★★★½
STEVE	★★★★

EVERYONE E CONTENT RATED BY ESRB — Comic Mischief

BEYOND GOOD & EVIL

Embark on a picture-perfect adventure with photojournalist Jade.



- Ubisoft 161
- 1 player

CHRIS	★★★★★
JESSICA	★★★★★
SCOTT	★★★★★
STEVE	★★★★½
STEVEN	★★★★★

TEEN T CONTENT RATED BY ESRB

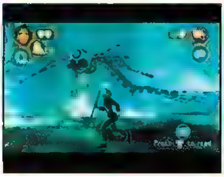
Comic Mischief
Violence

The same focus on stunning visuals and gameplay variety that has pushed Michel Ancel's Rayman series to the upper echelon of platform games has made his Beyond Good & Evil an adventure that is not to be missed. An alien invasion on the beautiful world of Hillys is the backdrop for reporter Jade's journey to expose a tangled web of intrigue and conspiracy.

Armed with a dai-jo staff and a camera, Jade and her boarlike buddy Pey'j run, jump, climb and fight their way to the deepest, darkest sections of the planet to uncover the twists and turns of a complex story. Jade uses her camera to take pictures that expose the truth about the mysterious Alpha Section and to make money that helps fund her adventure.

When Jade and Pey'j have long expanses of water to cross, they hop into their hovercraft and take off at lightning speed, battling aliens along the way. The game moves seamlessly from character control to vehicle control without missing a beat.

Beyond the great graphics, beyond the compelling gameplay, Beyond Good & Evil is great storytelling that hooks you from the beginning. With any luck, it marks the beginning of another winning franchise from creator Ancel.



COMMENTS: **Steven**—Ubisoft has fused several game genres—including one of my faves, camera-based exploration—to create the most provocative game of the holiday season. **Steve**—Michel Ancel's latest masterpiece is uniquely engaging and stunningly beautiful. **Jessica**—There are so many great things to say about this game. It's innovative; it's got a great story, clever humor, smooth play control, eye-popping graphics and tons of unique features. **Scott**—Ubisoft's sci-fi adventure plays as good as it looks, and it looks brilliant.

MARIO & LUIGI: SUPERSTAR SAGA

The brothers Mario join forces in an RPG that is hopped-up with hilarity.

GAME BOY ADVANCE
MARIO & LUIGI
SUPERSTAR SAGA
E

- Nintendo/128 Megabits
- 1 player

ALAN	★★★★½
CHRIS	★★★★½
GEORGE	★★★★★
STEVE	★★★★½
STEVEN	★★★★★

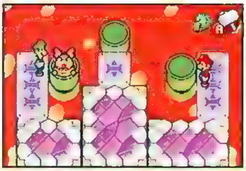
EVERYONE E CONTENT RATED BY ESRB

Following in the tradition of Super Mario RPG and Paper Mario, Mario & Luigi: Superstar Saga is a role-playing adventure that incorporates action elements and lots of laughs. The wily Cackletta from the Beanbean Kingdom has replaced Princess Peach's voice with explosives. Fearing that he won't be able to kidnap the princess in her condition, Bowser offers to help Mario and Luigi find a solution to the predicament.

The single-player adventure allows you to control Mario and Luigi simultaneously—press A to make the lead brother jump, press B to make the other brother jump and press Start to have them switch positions. In turn-based combat, the heroes can attack and defend separately or as a team using special Bros. Attacks. The fighting scheme perfectly mixes strategy with commands that require timing and reflexes.

The game's 25 locations offer tons of variety, puzzling situations and kooky characters who keep the madcap story from getting stale.

The original Mario Bros. also appears on the Pak. The added game is suitable for one or two players with Single-Pak and Multi-Pak link options.



COMMENTS: **Steven**—The graphics are eye candy, the Mario-style music is bouncier than ever and the battle system is rambunctious. **Steve**—Superstar Saga has impressive graphics, innovative gameplay and a lengthy quest, but what makes it really special is its sense of humor. The game is genuinely funny. It made me laugh out loud. **George**—The game doesn't miss a joke. It pokes fun at Mario, Luigi and the whole gang. **Alan**—It's not as much an RPG as action-platformer where you gain experience. But, as long as the Bowser jokes keep coming, that's OK by me.

SWORD OF MANA

Legend of Zelda fans will love Sword of Mana's action/RPG blend.

GAMEBOY ADVANCE
SWORD OF MANA
SQUARE

- Nintendo/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

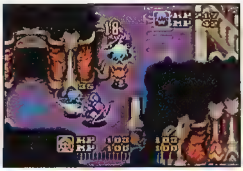
CHRIS	★★★★★
GEORGE	★★★★★
JESSICA	★★★★★
SCOTT	★★★★★
STEVEN	★★★★½

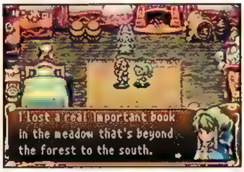
EVERYONE E CONTENT RATED BY ESRB — Fantasy Violence

Although Squaresoft's (now Square Enix) biggest claim to fame is the RPG-heavy Final Fantasy series, the mid-'90s saw a handful of excellent action-oriented Square titles, such as Final Fantasy Adventure and Secret of Mana, that mixed strong, dramatic stories and role-playing elements with dungeon puzzles and real-time combat. Sword of Mana is cut from that cloth—it's an action-adventure at its heart, but advancing levels, outfitting your character with attribute-affecting items and talking to NPCs for clues play a big part in the game.

The story is classic Square. While a tyrannical leader oppresses followers of the mystical Mana faith, a young hero and heroine learn about their places in the conflict and uncover secrets about its origins. A single story weaves through the game, but the two main characters have different focuses. You'll experience the full story only by playing through twice—once as the hero and once as the heroine.

The game world is full of life. Nonplayer characters offer unusual side quests, spirits provide magical assistance, an old tree grows an odd assortment of produce depending on the seed combinations that you give it and a group of dwarves tempers your weapons after you present them with the right fruits and vegetables. The two-player Amigo Game Link feature allows you to exchange items and information with another Sword of Mana player.





I lost a real important book in the meadow that's beyond the forest to the south.

COMMENTS: **Steven**—Despite a number of great GBA RPGs in 2003, Sword of Mana stakes its claim as one of the best free-roaming action adventures of the year. **Scott**—The game is deep and compelling. It lives up to its legacy. Any Final Fantasy or RPG fan can't afford to miss it.

HARVEST MOON: FRIENDS OF MINERAL TOWN

Popular farm-life sim series Harvest Moon continues to grow on the GBA.

GAMEBOY ADVANCE
HARVEST MOON
Friends of Mineral Town
NATSUME

- Natsume/64 Megabits
- 1 player
- GCN connectivity

ALAN	★★★★½
CHRIS	★★★★½
GEORGE	★★★★
JESSICA	★★★★★
STEVEN	★★★★½

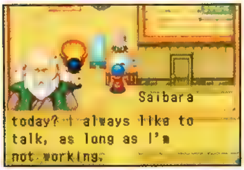
EVERYONE E CONTENT RATED BY ESRB — Use of Alcohol

Part resource-management simulation, part RPG, Harvest Moon: Friends of Mineral Town is an engrossing, activity-filled game that will keep you entertained for hours on end. Similar in scope to Harvest Moon 64, the game has a handful of new features, such as a television shopping channel, a festival for every season, loads of new events and new minigames.

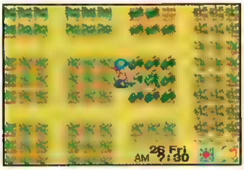
Step into the shoes of a young man—with only his dog to keep him company—who inherits a small farm on the edge of a vibrant community. Work the land, keep sheep, chickens and cows, and make friends with the villagers. You can use the money that you earn from farming activities, mining and fishing to buy equipment, seeds and more items for your farm.

Besides farming, the game's other major activity is winning the affections of the village's young women. By wooing women, you can learn their stories, eventually marry and start a farming family.

Connectivity with the upcoming GCN title, Harvest Moon: A Wonderful Life, will allow characters to travel freely between games and trigger new events.



Saibara
today? I always like to talk, as long as I'm not working.

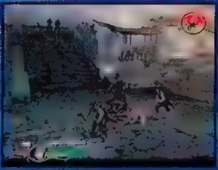


COMMENTS: **Jessica**—Harvest Moon fans like myself are going to lock themselves away for months playing this game—it's incredible! Natsume took everything people love about the previous HM games and added to them with fun new twists. **Steven**—Harvest Moon fans are an extremely outspoken bunch, so I've always been intimidated by the quirky farming series. After playing through several seasons, I've joined the lunatics. Pass me a garden hoe! **Alan**—Like every HM game, it's strangely addictive and filled with loveable characters and very cute animals. **Chris**—It's incredible that a game about farming could be so enthralling.

THE LORD OF THE RINGS: RETURN OF THE KING

- EA 6
- 1 to 2 players simultaneously
- GBA Connectivity

TEEN T CONTENT RATED BY ESRB
Violence



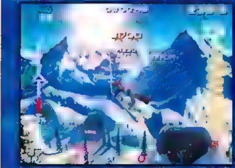
A hacking and slashing adventure of the highest quality, the follow-up to EA's The Two Towers lets two players fight side by side in the conclusion of the *Lord of the Rings* saga. The graphics are a wonder, but at times the graphics are so complex, it's difficult to make out your character from the others. A convenient addition to the Upgrade feature in The Two Towers allows you to buy new abilities for all characters in the Fellowship at one time.

GEORGE	★★★★½
JESSICA	★★★★★
SCOTT	★★★★½
STEVE	★★★★
STEVEN	★★★★½

SSX 3

- EA 25
- 1 to 2 players simultaneously
- GBA Connectivity

EVERYONE E CONTENT RATED BY ESRB
Comic Mischief
Mild Violence



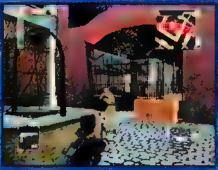
The latest in the supercool SSX series challenges you to conquer the mountain in a free-flowing series of races and freestyle events. The game's 10 snowboarders are over the top, and the action is crazy fun. For a break, you can slide into the lodge and buy gear or attributes for your boarder. Connectivity with the GBA version lets you trade cash between the games. Jane's Addiction, Dilated Peoples and Kinky contribute to the soundtrack.

ALAN	★★★★½
CHRIS	★★★★½
GEORGE	★★★★½
SCOTT	★★★★
STEVE	★★★★

ROGUE OPS

- Kemco 8
- 1 player

MATURE 17+ M CONTENT RATED BY ESRB
Blood
Violence



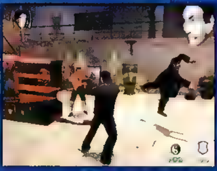
Rappelling down walls, crawling through ducts and sneaking up on opponents for a surprise attack, Nikki Connors is a sly agent out for revenge in Kemco's derivative but thrilling adventure. The eight lengthy missions are loaded with a wide variety of objectives—everything from stealthy investigation to all-out battle. Character movement and camera control are a chore at the beginning, but you'll adapt to them as the game progresses.

ALAN	★★★½
CHRIS	★★★
GEORGE	★★★½
SCOTT	★★★★
STEVEN	★★★½

TRUE CRIME: STREETS OF L.A.

- Activision 5
- 1 player

MATURE 17+ M CONTENT RATED BY ESRB
Blood and Gore
Mature Sexual Themes
Partial Nudity
Strong Language
Violence



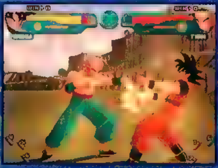
Activision's gritty, open-ended cop drama True Crime: Streets of L.A. tests your driving and fighting skills as you take on hoodlums and creeps under the guise of short-fused police officer Nick Kang. The story changes as you succeed or fail at missions. The missions are numerous and vary from chasing villains to gathering information. Play control is top-notch and the voice acting, particulary that of Christopher Walken, is excellent.

ALAN	★★★★½
CHRIS	★★★★
GEORGE	★★★★
JESSICA	★★★★
STEVE	★★★½

DRAGON BALL Z: BUDOKAI

- Atari 2
- 1 to 2 players simultaneously

TEEN T CONTENT RATED BY ESRB
Animated Blood
Mild Violence



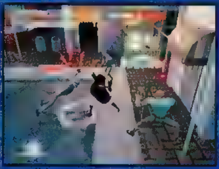
Long cartoon-quality cut scenes tie one-on-one battles together to create a dramatic GCN debut for the Dragon Ball Z franchise. In addition to Story mode, the game offers two-player battles, a world tournament between 21 DBZ characters and options for players to trade fighting skills with each other. The game works well as a button-masher, but it doesn't have the strategy elements and replayability of Soul Calibur II.

ALAN	★★½
CHRIS	★★★
GEORGE	★★★½
SCOTT	★★★
STEVE	★★★

BATMAN: RISE OF SIN TZU

- Ubisoft 2
- 1 to 2 players simultaneously
- GBA Connectivity

TEEN T CONTENT RATED BY ESRB
Violence



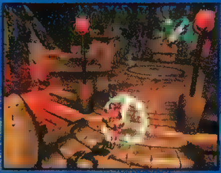
Most Batman villains appear in the caped crusader's comics before they cross over to a game, but artist Jim Lee's supervillain, Sin Tzu, makes his debut in Batman: Rise of Sin Tzu. The 12-stage battler gives you a choice of four playable characters and offers cooperative play for two gamers. Gameplay is not deep, but it's fast and exciting. Connectivity with the GBA version lets you unlock bonus points and thug galleries.

ALAN	★★★
CHRIS	★★★
GEORGE	★★★½
JESSICA	★★★★
STEVEN	★★★½

BIONICLE: THE GAME

- EA 5
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Fantasy Violence



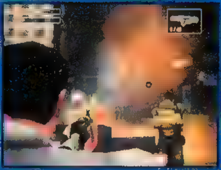
When the island of Mata Nui is in trouble, the Matorans call on the six Toa spirits to save them. The GCN debut of LEGO's popular Bionicle franchise is a battle-heavy 3-D platformer with responsive controls, a solid camera and graphics that capture the Bionicle look perfectly. The difficulty is too high for novices, but experienced platformer fans will enjoy the challenge. A movie trailer and two concept art libraries are among the extras.

[illegible]	★★★
GEORGE	★★★
JESSICA	★★★
STEVE	★★
STEVEN	★★½

FREEDOM FIGHTERS

- EA 4
- 1 to 4 players simultaneously

TEEN T CONTENT RATED BY ESRB
Violence



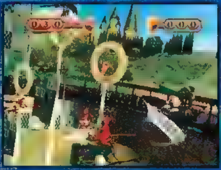
In the alternate reality of EA's Freedom Fighters, the Soviet Union has won the Cold War and the invasion of the United States has begun. The player-controlled character is an ordinary citizen who becomes a leader of the resistance as the game progresses. Multiplayer scenarios allow for competitive and cooperative play. Squad-based combat gives you command of up to 12 fighters at once. Gameplay is solid, but camera control is severely lacking.

[illegible]	★★★★
CHRIS	★★★★
GEORGE	★★★★
[illegible]	★★★★½
[illegible]	★★★★

HARRY POTTER: QUIDDITCH WORLD CUP

- EA 3
- 1 to 2 players simultaneously
- GBA Connectivity

EVERYONE E CONTENT RATED BY ESRB



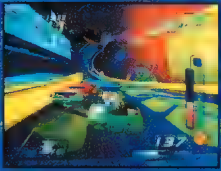
Compete for the Hogwarts Cup, then advance to the Quidditch World Cup in EA's lively salute to the sport of witches and wizards. The game looks and plays like a real sports game. Some of the game's intricacies are a tad complex, but it's easy to understand the basics. Your accomplishments earn you Quidditch Cards, which unlock special moves and brooms. A connective feature allows you to trade cards with the GBA version.

[illegible]	★★★
GEORGE	★★★★
JESSICA	★★★★
[illegible]	★★★★
STEVEN	★★★★

HOT WHEELS: WORLD RACE

- THQ 15
- 1 to 4 players simultaneously

EVERYONE E CONTENT RATED BY ESRB



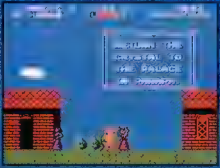
Commemorating its 35th anniversary, Hot Wheels soars into the future with a 35-vehicle racer on 15 tracks that corkscrew and loop through sci-fi-inspired settings. Practice with a handful of challenges, then join one of five teams and race for the league championship. You can earn speed boosts and unlock cars by collecting rings as you race. The competition is fierce and the speed is intense, but stunts are limited to simple twists and flips.

[illegible]	★★
CHRIS	★★½
GEORGE	★★★½
[illegible]	★★★½
STEVE	★½

THE LEGEND OF ZELDA: COLLECTOR'S EDITION

- Nintendo 36
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Violence



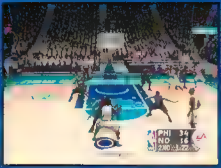
Available as a premium with new GCN purchases, The Legend of Zelda: Collector's Edition packs four groundbreaking adventures into one disc and has room left over for a 20-minute playable demo of the latest in the Legend of Zelda series, The Wind Waker, among other freebies. The games (faithfully presented with their original graphics) serve as a great introduction to one of the most successful and innovative game franchises of all time.

[illegible]	★★★★
GEORGE	★★★★★
JESSICA	★★★★★
[illegible]	★★★★½
[illegible]	★★★★½

NBA LIVE 2004

- EA 209
- 1 to 4 players simultaneously

EVERYONE E CONTENT RATED BY ESRB



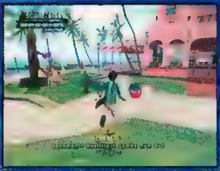
Although NBA Live 2004's new 10-Man Freestyle feature offers a strong sense of realism in the way the players react to one another (double teams, screens, pick-and-roll plays), the game's complexity makes it difficult to plug in and play. Once you've got a handle on the controls, though, you'll marvel at the depth of the revamped Dynasty mode (training camp, trading draft picks), the unlockables (175 shoes, 100 jerseys) and the free-flowing play.

[illegible]	★★★
CHRIS	★★★½
GEORGE	★★★½
[illegible]	★★★★
[illegible]	★★★

TONY HAWK'S UNDERGROUND

- Activision
- 1 to 2 players simultaneously

TEEN
Blood
Mild Violence
Strong Language



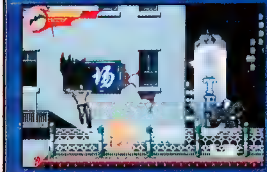
Breathing new life into the established skate-to-complete-objectives formula, Tony Hawk's Underground presents a 27-chapter story that challenges you to rise from no-name status to the top of the boarding heap. Choose from 20 skaters, customize, then take off for 10 ramp- and rail-filled locales. In addition to boarding, you'll complete goals on foot and in vehicles. Play control and graphics are on par with those of previous Tony Hawk games.

A.J.	★★★★
CHRIS	★★★★½
GEORGE	★★★★½
[illegible]	★★★★
[illegible]	★★★★

BATMAN: RISE OF SIN TZU

- Ubisoft/64 Megabits
- 1 player

EVERYONE
Violence



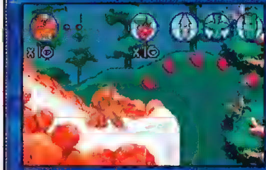
While the GCN version of Batman: Rise of Sin Tzu allows players to choose from four characters, the GBA version focuses on the Dark Knight's journey to rid Gotham of faceless bad guys, known villains (Scarecrow, Clayface and Bane) and new villain Sin Tzu. The game is a clever 2-D platformer that makes the most of Batman's gadgets (a grappling hook, Batarangs, flash pellets) but has little fighting-move variety.

[illegible]	★★★
GEORGE	★★★½
JESSICA	★★★½
[illegible]	★★★
[illegible]	★★★★

DISNEY'S BROTHER BEAR

- Disney Interactive/ 64 Megabits
- 1 player

EVERYONE



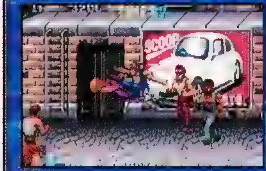
The GBA adaptation of Disney's new animated release has strong gameplay similarities to the Lion King 1 1/2 for the GBA—a single-player side-scroller for two characters who work together to overcome obstacles. Human-turned-bear Kanai moves rocks and balances on logs while cub Koda climbs trees and fits into tight spaces. The result is a fun game with a variety of simple engaging activities and bonus games.

[illegible]	★★★★
GEORGE	★★★½
JESSICA	★★★
[illegible]	★★★
STEVE	★★★

DOUBLE DRAGON ADVANCE

- Atlus/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN
Animated Blood
Violence



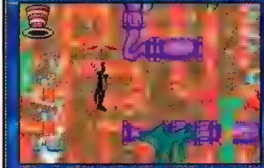
A graphic makeover, new superfast enemies and twice as many missions as the NES version make Double Dragon Advance for the GBA a must-have for old-school fighter fans. A Multi-Pak link enables two players to work together to bring down the Shadow Warriors. Single-player options allow the player to control one or two fighters, although the two-fighter option has awkward switching controls.

A.J.	★★★★
GEORGE	★★★★
SCOTT	★★★★
[illegible]	★★★½
[illegible]	★★★★

DR. SEUSS'S THE CAT IN THE HAT

- VU Games/32 Megabits
- 1 player

EVERYONE



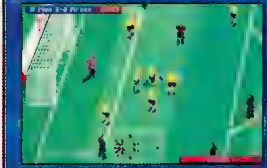
By using his umbrella to float skyward through air-bubble streams, the Cat in the Hat searches for collectibles through one wacky, candy-coated level after the next in a 2-D platformer inspired by the recent Cat in the Hat film. Although longtime Dr. Seuss fans will enjoy seeing one of the author's most famous characters come to life, the difficulty level is a tad high for young players and the gameplay is very repetitive.

A.J.	★★
CHRIS	★★
GEORGE	★★★
JESSICA	★★
STEVEN	★★½

FIFA SOCCER 2004

- EA/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link
- GCN Connectivity

EVERYONE



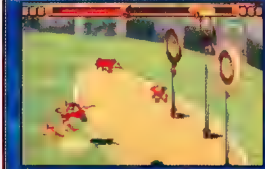
Strong graphic improvements and a pulled-back camera that allows you to see a large section of the field make FIFA Soccer 2004 even more of a pleasure than the franchise's 2003 edition. Select from 300 teams in 16 leagues and compete for the top prize in five tournaments. GCN connectivity unlocks more tournaments and extras. The action is intense and scores tend to be unrealistically high, but gameplay is solid and fun.

A.J.	★★★½
CHRIS	★★★★
GEORGE	★★★★
SCOTT	★★★★
STEVE	★★★½

HARRY POTTER: QUIDDITCH WORLD CUP

- EA/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link
- GCN Connectivity

EVERYONE E CONTENT RATED BY ESRB



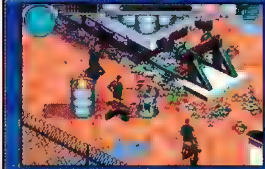
From the Hogwarts pitch to the world stage, Harry Potter: Quidditch World Cup captures the wizard world's favorite game. Two teams face off in a side-scrolling clash of Beaters, Seekers and Goal Keepers. The game is so fast-paced, it's often difficult to keep track of the action. But even if you let the Quaffle pass you by, you'll nearly always have a chance to win by grabbing the Snitch in a fun but simple 3-D chase.

CHRIS	★★★½
GEORGE	★★★½
JESSICA	★★★½
SCOTT	★★★
STEVEN	★★★

JAMES BOND 007: EVERYTHING OR NOTHING

- EA/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link
- GCN Connectivity

TEEN T CONTENT RATED BY ESRB
Mild Violence
Suggestive Themes



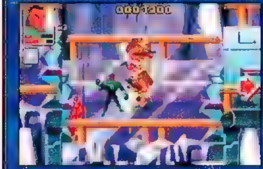
Gadgets, guns, hand-to-hand combat and dangerous driving—Everything or Nothing has all of the supercharged elements that you'd expect in a James Bond game, and they're tightly packed into a nine-mission story. The game's isometric view displays the action in a manner that doesn't get in the way of gameplay. By completing primary and secondary objectives, you can earn Style Points to spend on gadget upgrades.

[illegible]	★★★★
[illegible]	★★★★
GEORGE	★★★★½
[illegible]	★★★★
[illegible]	★★★★½

JUSTICE LEAGUE: CHRONICLES

- Midway/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB
Mild Violence



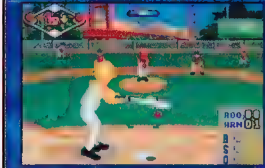
Seven members of the Justice League, including Batman, Superman, Wonder Woman and Green Lantern, take on thugs, hooligans and supervillains in an overhead-view battler that features two-player cooperative action with a Multi-Pak game link. The characters are big and bold and the pace is quick, but the characters' actions are limited to running, jumping and punching, even though they should be capable of much more.

[illegible]	★★★
GEORGE	★★★½
JESSICA	★★½
[illegible]	★★
STEVEN	★★★½

LITTLE LEAGUE BASEBALL 2003

- NewKidCo/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB



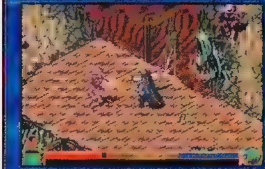
NewKidCo's Little League Baseball 2003 is strictly for young players who don't own the 2002 version of the game, as the two versions are virtually identical. The slow-pitch game puts a cursor where the ball will cross the plate. The only batting challenge is to swing at the right time. Fielding challenges are tougher, but they're more frustrating than fun. A close view of the field rarely shows both the fielder and the ball.

[illegible]	★½
CHRIS	★★½
GEORGE	★★
JESSICA	★★
STEVE	★

THE LORD OF THE RINGS: THE RETURN OF THE KING

- EA Games/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link
- GCN Connectivity

TEEN T CONTENT RATED BY ESRB
Animated Blood
Mild Violence



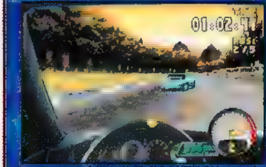
The all-out fighting formula of the Two Towers GBA title returns for another round of hacking, slashing and character-building in EA's The Lord of the Rings: The Return of the King. Missing from the previous game, Gimli joins Aragorn, Gandalf, Éowyn, Frodo and Legolas in the battle for Middle-Earth. Although item use is complex and battlefield navigation can be a chore, gameplay is solid and production values are very high.

[illegible]	★★★★
JESSICA	★★★★½
[illegible]	★★★★
[illegible]	★★★½
[illegible]	★★★★½

NEED FOR SPEED: PORSCHE UNLEASHED

- Destination Software/ 32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



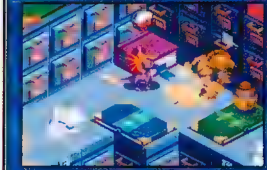
Joining an already impressive list of recent GBA racing titles, Need for Speed: Porsche Unleashed is a fast and fun arcade-style racer with a strong graphics-display engine and minimal clipping. Since all of the vehicles are stock Porsches, car selection and customization choices are limited. Play control is nearly perfect and the two views of the action (first- or third-person) put you firmly in the race.

[illegible]	★★★½
[illegible]	★★
GEORGE	★★★★
[illegible]	★★★½
STEVEN	★★★★

SPYRO: ATTACK OF THE RHYNOCS

- VU Games/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



GBA — The third Spyro GBA action title is a charm. Using the same isometric view as the previous titles, Spyro: Attack of the Rhynocs takes a sizeable leap in gameplay quality and variety. The adventure sprawls over 14 colorful lands packed with side quests and Rhynoc-fighting action. Control is tight, and Spyro can execute a large collection of new moves. The two-player linked minigame allows for cooperative and competitive play.

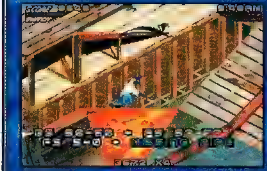
[illegible]	★★★
GEORGE	★★★½
JESSICA	★★½
STEVE	★★★½
STEVEN	★★★★

TONY HAWK'S UNDERGROUND

- Activision/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Animated Blood



GBA — The Tony Hawk skateboarding series takes a sharp turn with a new Story mode that challenges you to go from obscurity to stardom. The game's adventure element requires you to run around with your board tucked under your arm—not nearly as fun as pulling off tricks. Arcade mode follows the traditional complete-objectives-for-points formula in 10 levels.

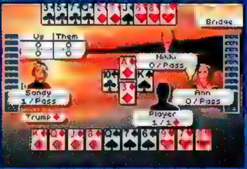
[illegible]	★★★★
GEORGE	★★★½
JESSICA	★★★½
SCOTT	★★★★
STEVE	★★★½

ULTIMATE CARD GAMES

- Telegames/64 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Gambling



GBA — From Bridge to Go Fish, Ultimate Card Games contains an impressive collection of popular diversions. The title presents nine classics, Hearts, Spades and Cribbage among them. Casino games include Poker and Blackjack for up to four players and Video Poker for single players. The 15 varieties of Solitaire complete the card player's dream. The graphics are detailed, but the cards are small and the screen tends to get cluttered.

ALAN	★★★★
CHRIS	★★★½
GEORGE	★★★★
SCOTT	★★★★
STEVEN	★★★★

KEY

GCN

GBA

GBC

7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN: RPG, SPORTS, STRATEGY, ADVENTURE, SHOOTER, RACING, PLATFORM, ARCADE, PUZZLE, FIGHTING

CHRIS: ADVENTURE, SPORTS, ARCADE, STRATEGY, SHOOTER, RPG, PUZZLE, RACING, PLATFORM, FIGHTING

GEORGE: STRATEGY, ADVENTURE, RPG, PUZZLE, SPORTS, ARCADE, PLATFORM, RACING, FIGHTING, SHOOTER

JESSICA: RPG, STRATEGY, PUZZLE, ADVENTURE, PLATFORM, ARCADE, FIGHTING, RACING, SPORTS, SHOOTER

SCOTT: STRATEGY, ADVENTURE, RPG, SPORTS, SHOOTER, PLATFORM, RACING, PUZZLE, ARCADE, FIGHTING

STEVE: ADVENTURE, PLATFORM, RPG, STRATEGY, SHOOTER, SPORTS, FIGHTING, ARCADE, RACING, PUZZLE

STEVEN: RPG, ADVENTURE, STRATEGY, SHOOTER, PLATFORM, ARCADE, PUZZLE, RACING, FIGHTING, SPORTS

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD EC — Early Childhood

TEEN T — Teen (13+)

ADULTS ONLY 18+ AO — Adult (18+)

EVERYONE E — Everyone

MATURE 17+ M — Mature (17+)

RATING PENDING RP — Rating Pending

To contact the ESRB, visit www.esrb.com or call 1-800-771-3772.

NINTENDO POWER

2003 BUYER'S GUIDE

THE GREATEST GCN AND GBA HITS OF THE
HOLIDAY SEASON ARE ALL HERE!

2003 GCN BUYER'S GUIDE

PRODUCTS RANGE FROM RATING PENDING to MATURE
RP-M
CONTENT RATED BY ESRB

FOR QUESTIONS ABOUT NINTENDO PRODUCTS OR SERVICE, VISIT WWW.NINTENDO.COM OR CALL 1.800.255.3700

Visit www.esrb.org or call 1.800.771.3772 for Rating Information

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ADVENTURE

If you like fighting robots in slow motion, saving the world from terrorists or thwarting alien plots to take over the world, adventure games are for you. You'll need both quick reflexes and gaming smarts to get through the intricate storylines in these titles.

BEYOND GOOD & EVIL

Beyond Good & Evil is one of the most original, beautiful games to arrive on the scene in a time. Developed by the man who invented Rayman, BG&E places you in the shoes of Jade, an intrepid reporter out to save her planet from an alien takeover.

VIEWTIFUL JOE

ONLY FOR

Life is Viewtiful! Snap into action as Joe, an ordinary kid with extraordinary powers—like the ability to speed up and slow down time. Playing like an old-school, side-scrolling beat-'em-up, Joe has enough style and humor to fill 10 games.

METAL GEAR SOLID: THE TWIN SNAKES

ONLY FOR

Solid Snake is the world's best soldier. But his skills are pushed to the edge when terrorists threaten a nuclear launch. Based on the best-selling game by Hideo Kojima, MGS:TTS is nonstop action wrapped in a smart, heartbreaking story. COMING SOON!

STAR WARS ROGUE SQUADRON III: REBEL STRIKE

ONLY FOR

Combining air-to-air combat with ground-based warfare, Rebel Strike lets you relive your favorite moments from the *Star Wars* trilogy. The Force is strong in this one!

PRINCE OF PERSIA: THE SANDS OF TIME

If you know Prince of Persia only from the old computer game, you have a big surprise coming! Fight undead enemies and avoid lethal traps as you jump, swing and run your way to safety. Oh, and did we mention that you can stop time?

THE LEGEND OF ZELDA: THE WIND WAKER

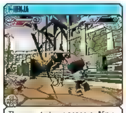
ONLY FOR

Critically acclaimed the world over, the latest installment in the Zelda series is Link's greatest challenge yet. Diabolical dungeons and eerie enemies will try to stop you—can you save the princess once again?

THE LORD OF THE RINGS: THE RETURN OF THE KING

Become one of nine characters (including Aragorn, Gandalf and Frodo) as you free Middle-earth from the clutches of Sauron. The graphics and sound must be experienced to be believed.

I-NINJA



The animated sequences in I-Ninja were created by Don Bluth Studios, giving the game a cartoonish yet sophisticated look. As Ninja, you must use an arsenal of tricky moves to defeat wave after wave of enemies. COMING SOON!

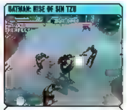
ENTER THE MATRIX

Based on the popular science fiction film series, Enter the Matrix tells a parallel story to the second movie's—giving you information about the Matrix universe that you can't get anywhere else. It also lets you fight in bullet time—cool!

HARRY POTTER & THE SORCERER'S STONE

The movie has been out for a while, but the game is a brand-new release. The Sorcerer's Stone lets you experience Harry's very first adventure. Hagrid, Ron, Hermione and all the gang will help you battle the evil You-Know-Who.

BATMAN: RISE OF SIN TZU



Featuring an all-new enemy, Sin Tzu, as well as a host of familiar faces, the latest Batman game is sure to please comic-book aficionados of all stripes. Strap on your batgear, hop in the batmobile and go save the batday!

NINTENDO POWER
2003 BUYER'S GUIDE

THE GREATEST GCN AND GBA HITS OF THE HOLIDAY SEASON ARE ALL HERE!

RPG/STRATEGY

If you want games in which thinking and planning come before button mashing, RPG and strategy titles are for you. The games feature well-developed characters, deep plotlines and long play times (usually 40-80 hours).

FINAL FANTASY: CRYSTAL CHRONICLES

ONLY FOR

The most respected RPG series ever comes to the GCN. Connectivity lets up to four players use GBAs as controllers—or you can take it on by yourself. COMING SOON!

POKéMON COLOSSEUM

ONLY FOR

Train and battle your favorite Pokémon with glorious GCN graphics and sound. The title also has an adventure mode that's a game unto itself. COMING SOON!

SKIES OF ARCADIA LEGENDS

ONLY FOR

One of the most popular RPGs of the last decade has been updated for the GCN. Lead a band of Air Pirates in their battle to rid the world of evil.

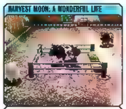
BALDUR'S GATE: DARK ALLIANCE

If you like an old-fashioned dungeon hack, Dark Alliance is for you. With three playable characters, hundreds of items and thousands of foes, the game will keep you (and a friend) busy for a long time.

SUMMONER 2

Summoner 2 is an action-RPG with the focus on the action. Real-time battles and more side quests than you've ever seen give the title added depth and replay value. Build a team and save the world!

HARVEST MOON: A WONDERFUL LIFE



ONLY FOR

Farming is fun with Harvest Moon, one of the most addictive game series ever! Grow crops, raise animals, date girls, start a family and become the talk of the town. COMING SOON!

PHANTASY STAR ONLINE EPISODE I & II

ONLY FOR

Grab a modem and meet your friends online! PSO provides an online gaming experience like no other, but it can also be played as a fantastic solo adventure.

YU-GI-OH! THE FALSEBOUND KINGDOM

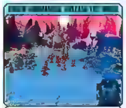
ONLY FOR

Everyone's favorite card battler comes to the GCN in a real-time strategy title with heavy RPG elements. Assemble a team of monsters and battle your enemies in a virtual world.

GLADIUS

You will have your vengeance! Take on one of two characters on the trip of a lifetime through the arenas of ancient Rome. You'll equip and train a team of gladiators as you fight to avenge past wrongs.

GOBLIN COMMANDER: UNLEASH THE HORDE



Strategy meets action in the latest title from Ron Millar—cocreator of the WarCraft series. By yourself or with a friend, you're sure to have a goblin-smashing, troll-blasting good time!

THE SIMS: BUSTIN' OUT

Get a life with The Sims! The game has new items to buy, new places to go and, of course, new neighbors to meet. Connectivity means you can take your Sim crew with you on the GBA. COMING SOON!

PLATFORMER

Jumping over obstacles and collecting items are the keys to the game in the platformer genre. Liberal doses of humor and plenty of huge boss battles help define the following games as ones to watch.

BILLY HATCHER AND THE GIANT EGG

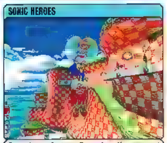
ONLY FOR

Created by Yuji Naka of Sonic fame, Billy Hatcher is a boy in a chicken suit who attacks his foes with eggs. It sounds weird, but it plays like a dream.

TAK AND THE POWER OF JUJU

Tak is the most unlikely of heroes, but that won't stop him from making his way through dozens of hilarious worlds. Animals aplenty serve as tools and add to the fun.

SONIC HEROES



Sonic Heroes features Sonic, Amy, Knuckles and all your old friends teaming up to gather gold rings and save the day. It's the latest awesome game from Sonic Team. COMING SOON!

WARIO WORLD

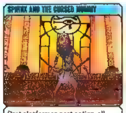
ONLY FOR

Greed is good . . . at least it is if you're Wario! Reclaim your lost treasure by leaping over chasms and pounding enemies who get in the way.

THE HOBBIT

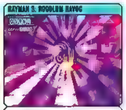
The road leads ever on and on for one lone Hobbit. In this prequel to The Lord of the Rings, young Bilbo Baggins must collect a treasure from an evil dragon.

SPHINX AND THE CURSED MUMMY



Part platformer, part action, all fun! Take on dual roles as both Sphinx (action-hero extraordinaire) and The Mummy (who's not quite as dashing).

RAYMAN 3: HOODLUM HAVOC



The latest Rayman title is a wonderworld of sights, sounds and gags, and also features some of the best connectivity features of any game to date.

FIGHTING

Pow! Sock! Oof! Ugh! One-on-one fighting games were all the rage in the early '90s, and now they're making a comeback on the Nintendo GameCube. Whether you're rampaging through a story mode or schooling all comers, you're sure to have a rollicking good time with these games.

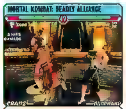
SOUL CALIBUR II

Weapon-based fighting has never looked so good! A serious contender for Game of the Year honors, Soul Calibur II is a perfectly balanced game with nearly two dozen playable fighters. Link makes a guest appearance on the GCN version, and his bows and bombs can really bring the pain!

DRAGON BALL Z: BUDOKAI

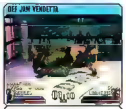
Replay Goku's life in Dragon Ball Z: Budokai. From his first encounter with his long-lost brother to the final battle with Frieza, the game faithfully recreates events from the popular TV show. As a bonus, you can challenge your friends to battle using all your favorite characters. Kame-Hame-Ha!

MORTAL KOMBAT: DEADLY ALLIANCE



The tourney is back, and now it's personal! Choose from dozens of fighters as you duke it out, but fight well—the fate of Earth is in your hands. Rated M.

DEF JAM VENDETTA



Rap meets rumble as Def Jam artists take to the mat. Work your way up the ladder as you face such foes as Ludacris, Method Man and Funkmaster Flex.

ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION

ONLY FOR

Comedy comes ringside with Muscles. The hilarious create-a-fighter mode is worth the price of admission.

GODZILLA: DESTROY ALL MONSTERS MELEE

ONLY FOR

Smash through actual cities like Seattle, San Francisco and Tokyo as you take on monsters from the classic Godzilla films. It's a hoot!

HARD-BOILED ACTION

If tough-talking bad guys and take-no-prisoners heroes are your bag, you'll love the following action titles. Think you can handle them, punk? Well, do you?

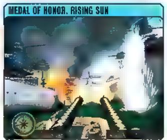
TRUE CRIME: STREETS OF L.A.

As a cop assigned to a special anticrime task force, you'll have to walk, drive, shoot, punch and kick your way through dozens of accurately rendered miles of Los Angeles. The game boasts some of the biggest Hollywood names in its cast and soundtrack, including Christopher Walken and Snoop Doggy Dogg. Rated M.

XIII

The first-person shooter gets the full graphic-novel treatment in XIII—a violent tale about a man with no memory being chased by assassins. Whether you're shooting down a helicopter with a rocket launcher or taking out punks with a bar stool, the action is fast, furious and very, very stylish. Rated M.

MEDAL OF HONOR: RISING SUN



The Pacific Theatre of World War II gets the FPS treatment, and you're the star of the show. From the opening scene at Pearl Harbor to the final, brutal showdown in the Pacific islands, MOH:RS presents an unmatched attention to historical detail and level of quality. Get ready to save the country all over again.

SERIOUS SAM

Shoot, shoot and shoot some more with Serious Sam—a game that's not-so-serious at heart. As Sam, you must travel back in time and take out wave after wave of nonstop aliens. Your trigger finger will thank you for it. Rated M.

RED FACTION II

Overthrow a brutal dictator and return control to the people in this futuristic FPS. Featuring Geo-Mod technology that allows you to blast through walls, floors and other obstacles, RF II is one of the year's sleeper hits. Rated M.

P.N. 03

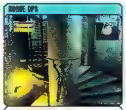
ONLY FOR

You are Vanessa Z. Schneider, a robot-destroying bounty hunter with dozens of old scores to settle. This stylish shooter from the creator of Resident Evil will keep you dancing and blasting long into the night.

FIRSTSTRIKE: GRANT CITY ANTI-CRIME

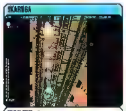
It's a sequel of sorts to Dead to Rights—but this time you play as the police! You'll lead an elite unit of cops through the grimy streets of Grant City as you try to stop a cartel of thugs bent on your destruction. COMING SOON!

ROGUE OPS



She's a beautiful and deadly secret agent (is there any other kind?), and she's got revenge on her mind! Combining stealth movements with gun-blazing action, Rogue Ops is a surefire hit for anyone who enjoyed Splinter Cell. Rated M.

IKARUGA



ONLY FOR

Top-down shooters usually don't get the love they deserve—and Ikaruga deserves a very big hug. Perhaps the most challenging game released this year, it's sure to keep you coming back for more.

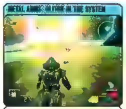
MEGA MAN ANNIVERSARY COLLECTION

Replay some of the best games ever with Capcom's new collection. It contains Mega Man 1 through 8, two Japanese arcade games that were previously unavailable in North America, and plenty of extra goodies. COMING SOON!

JAMES BOND 007: EVERYTHING OR NOTHING

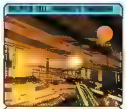
James Bond gets a makeover as the series switches from an FPS to third-person perspective—but the results are still pure Bond. Pierce Brosnan and Shannon Elizabeth are some of the stars. COMING SOON!

METAL ARMS: GLITCH IN THE SYSTEM



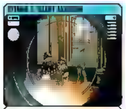
A small but brave robot must struggle against overwhelming odds to save his people. One of the more underrated games of 2003, Metal Arms has a silky-smooth frame rate and plenty of creative new weaponry.

SPLINTER CELL PANDORA TOMORROW



The sequel to one of 2003's biggest hits is on its way. You reprise the roll of Sam Fisher, a lone operative out to save the world from terrorists and other no-goodnicks. A cornucopia of weapons and gadgets will help in the fight. COMING SOON!

HITMAN 2: SILENT ASSASSIN



Take on the role of a hired assassin out to save the life of his friend. Each of the 20-plus missions can be solved in a variety of ways—from stealth and cunning to run-and-gun firefights. The choice is up to you. Rated M.

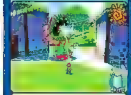
SPAWN

Todd McFarlane's comic book hero gets a chance to shine in his very own video game. From the flames of the underworld to New York's Central Park, you'll need all of his skills (and tools—including the axe and chains) to stop evil once again.

PLAYER'S CHOICE TITLES

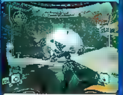
Player's Choice titles are the best of both worlds—fantastic GCN-exclusive games at a great price. At a suggested retail price of $29.99, you can't go wrong with any of the following titles. (Speaking of prices, remember to shop around when you're looking for those holiday treasures. You may find a better buy just around the corner.)

SUPER MARIO SUNSHINE



Peach is in trouble . . . who saw that one coming? Luckily for her, Mario is ready, and he has a new tool to help him out. F.L.U.D.D. is a water tank that can lift our hero into the air or wash graffiti off the walls. It's a platformer's delight, not to be missed.

METROID PRIME



Metroid Prime nearly swept the NP Awards last year, and is already being hailed as one of the greatest games ever made. As bounty hunter Samus Aran, you must conquer an alien world filled with strange and hostile life-forms—including the deadly Metroids.

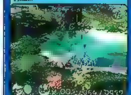
ANIMAL CROSSING

Animal Crossing lets you control your own town. Make friends, write letters, buy furniture, go fishing . . . you can do whatever you like! The action takes place in real-world times and dates (including lots of special events), so there's always something new.

STAR FOX ADVENTURES

Fox McCloud has faced danger before, but now the fate of a planet (not to mention a race of dinosaurs) is resting on his furry shoulders. Boasting some of the best graphics on the GCN, Star Fox Adventures is the perfect title for action and platformer fans alike.

PIKMIN



Created by the legendary Shigeru Miyamoto, Pikmin lets you control a race of cute, funny creatures called Pikmin as you try to reassemble a downed spaceship. Strategy gamers have hailed Pikmin for its innovative gameplay and sweet sense of style.

SUPER SMASH BROS. MELEE

It's time for your favorite Nintendo characters to throw down! Whether you're unlocking secrets in the single-player mode or dominating your friends in a multiplayer extravaganza, one thing is for sure—SSBM is a must-have game for any GCN owner!

RESIDENT EVIL

The evil has awakened, and it's not happy! The game that single-handedly created the survival horror genre gets an update on the GCN. With zombies lurking around every corner and diabolical puzzles in each room, you'll be lucky to get out in one piece. Rated M.

SONIC ADVENTURE 2: BATTLE

One of the best-selling GCN games of all time, and one that continues to pull in impressive numbers. Sonic fans just can't get enough of the blue dude. Take on two storylines as you collect rings, stomp on enemies and even raise Chaos in your very own Chao Garden.

GCN BUYER'S GUIDE

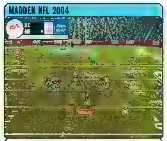
SPORTS

Go, team, go! Block that kick! If on-field action is your forte, look no further than the GCN. There's a sports title for every fan out there, and any of the games can turn a couch potato into a superstar.

MARIO GOLF: TOADSTOOL TOUR

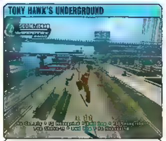
ONLY FOR Mario, Luigi, Bowser and other classic Nintendo characters go at it on the green. The courses have out-of-this-world hazards, including flame-spouting statues and Piranha Plant-infested sandtraps. It's easily approachable for golfers of all ages

MADDEN NFL 2004



The undisputed king of football is back for another go, and the results are, as always, impressive. The new Owner mode allows you to build a stadium, set concession prices and control every aspect of your team, while the football engine is simply the best in the biz

TONY HAWK'S UNDERGROUND



Take an unknown skater through the ranks to become a world-renowned superstar. The game has skate parks the world over (including New Jersey, Hawaii and Moscow) and plenty of interactive environments. Best of all, you can create and name your own tricks!

WWE WRESTLEMANIA XIX

ONLY FOR The latest WWE title focuses on Wrestlemania XIX, which took place at Safeco Field in Seattle. The game also has a deep create-a-wrestler mode and a story-driven single-player experience that lets you exact revenge on Vince McMahon and his cronies.

1080° AVALANCHE

ONLY FOR Hit the slopes with board in hand. The realistic physics and multiple snow types will have you feeling the wind on your face, but watch out for mother nature! Word is, triggering an avalanche may cause your career to take a nosedive. COMING SOON!

NBA LIVE 2004

Take your team to the NBA finals. Improved passing, better AI and a rock-solid defense will make your trip to the big show a challenge, but fantasy drafts and create-a-player modes will even the odds.

GO! GO! HYPERGRIND

ONLY FOR Cartoons looking for their big break engage in dangerous skateboarding stunts to win cash and fame. The creators of Ren & Stimpy lend their talents to this unusual and funny adventure

NFL STREET

The game of football gets a new look in NFL Street. The locations are backyards and sandlots, and the action is hard-hitting. Real NFL players make it a complete package COMING SOON!

NHL HITZ PRO

Hitz has modified its approach to feature a more realistic game (including five-on-five play and full rule sets) that maintains the speed and frenetic energy of past Hitz titles. Get ready to slam the boards!

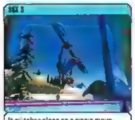
FIFA SOCCER 2004

With the new coaching options you can take control of a team and guide it to victory. If you start out with an unknown franchise, expectations are low. If you take over Man U, however, you'd better win—or else!

TIGER WOODS PGA TOUR 2004

If you want realistic golf, Tiger is your man. The two-disc game sports real-world and fantasy courses, actual PGA golfers, over 400 different items to unlock and purchase and the best create-a-player anywhere

SSX 3



It all takes place on a single mountain—but man, what a mountain! Dozens of races and a seemingly endless number of tricks make for one of the most enjoyable games ever to grace the GCN.

NFL BLITZ PRO

The Blitz series has always been about hitting and more hitting, but the new Blitz Pro throws a deep football engine into the mix. You'll have to do more than sack the QB to win this game.

NBA STREET VOL. 2

Showboating, flagrant fouling and goaltending are all encouraged on the street. The no-rules title has plenty of up-and-coming players, current NBA superstars and champions of the past, like Jerry West

HARRY POTTER: QUIDDITCH WORLD CUP

The sport of wizards is now open to folks of all persuasions. The exclusive GCN connectivity lets one player use the GBA and be the Seeker while teammates try to fend off the opponents.

NCAA FOOTBALL 2004

Be true to your school in NCAA 2004. From the smallest technical college to the biggest football juggernaut, nearly every institution in the nation is here. If you want a new school, you can just create your own.

ROADKILL

It's the sport of the future, but it's not for the meek. Take control of a well-armed vehicle as you shoot, ram and blast your opponents into the ground. Only players with road rage need apply. Rated M.

MULTIPLAYER

All of the games listed below are fun, lengthy single-player adventures, but multiplayer is where they really shine! Grab your friends and a few Controllers and take them for a spin—they're sure to be the life of any party.

MARIO PARTY 5

ONLY FOR The game that pioneered the party game concept is back with a fifth foray. Expect new minigames, new characters and a whole lot of fun. You can also create your own armored vehicles and face off against your friends.

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

Buffy, Xander, Willow and Spike battle the forces of evil once again. You can play as any of those folks, or as a zombie, vampire or other character from the show. The many multiplayer modes boast competitive and cooperative battles—including one in which you try to collect bunny rabbits

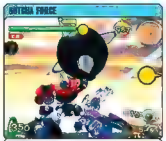
SUPER MONKEY BALL 2

ONLY FOR Balancing on rails is a blast, but the multitude of multiplayer options puts SMB2 over the top. You can send monkeys soaring in a game of baseball, knock each other senseless with a giant boxing glove or fly off a ramp in a quest for distance

BURNOUT 2: POINT OF IMPACT

You haven't lived until you've played Crash mode. Drive a car at top speed into a crowded intersection, then tally the damage you caused. The player with the most spectacular crash and largest money total wins—and best of all, everyone always walks away without a scratch

GOTCHA FORCE



ONLY FOR Choose from dozens of toys to create your own specialized army, then set it loose on your opponents. You'll have lots of different options—including fire-breathing dragons, black-clad stealthy ninjas and lots more. It's no Toy Story! COMING SOON!

TIMESPLITTERS 2

One of the best FPS multiplayer experiences anywhere lets you choose from a slew of arenas and nearly 100 skins as you blast your foes. Different gameplay modes add lots of replay value.

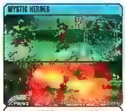
FREEDOM FIGHTERS

In an altered history, you must lead a team of revolutionaries through the streets of New York and overthrow your communist oppressors. Or try playing as the USSR for a few laughs!

NEED FOR SPEED: HOT PURSUIT 2

Play as a cop, or a fleeing speeder. As the police, you'll use backup, roadblocks and other tricks to stop your prey. As the speeder, you must rely on a fast car and faster reflexes.

MYSTIC HEROES



A blend of RPG and action, Mystic Heroes pits four young fighters against an army of creatures. Each character has an elemental strength, and collecting runes will give them unbelievable power

RACING

Put the pedal to the metal and drive, baby, drive! Whether you want to zoom along at a thousand miles an hour or defeat a crowded field in a nighttime joyride, there's a little bit of the speed freak in all of us. Many of the games listed here work with the Logitech Steering Wheel to create the ultimate driving experience.

MARIO KART: DOUBLE DASH!!

ONLY FOR Mario Kart is a series that needs no introduction, so we'll just mention that the new game contains more of everything that you loved about the previous versions, but now has two racers per vehicle. The game can also be played with a LAN setup! Schweeet

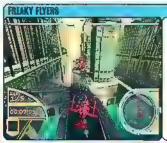
NEED FOR SPEED: UNDERGROUND

Nighttime street racing is much safer in the privacy of your own home. You'll be both fast and furious when you take real-world cars into the streets and try your luck against the best drivers on the underground speedster scene. Beautiful cityscapes and a bumping soundtrack round out the mix

F-ZERO GX

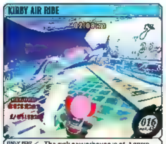
ONLY FOR F-Zero GX is the fastest game you'll ever play, period. Once you take your craft through over 20 of the most intense levels on this or any planet, you can bring your Memory Card to the local arcade and use it in the F-Zero AX arcade machine!

FREAKY FLYERS



Truly a game like no other, Freaky Flyers puts you in the cockpit of an airplane and sets the craft loose on one of over a dozen wacky worlds. From a brainless lumberjack to an angry secretary, the characters and their cut scenes are some of the funniest we've ever encountered. Start your engines!

KIRBY AIR RIDE



ONLY FOR The pink powerhouse is at it again. The team that developed Super Smash Bros. Melee has designed a racing game like no other—one that takes advantage of Kirby's unique suction powers. The game also has an incredibly fun multiplayer mode.

AUTO MODELLISTA

Cool cel-shaded graphics blend seamlessly with realistic car physics to create a fun racing experience. You'll love the multitude of tracks, weather conditions and automobiles

HOT WHEELS: WORLD RACE

Take the smallest cars in the world and get ready for some of the biggest action ever! Fly over gaps, up walls, around loops and more—if you can do it with a Hot Wheel you can do it in World Race!

SPEED KINGS

The creators of Burnout have applied the same rules to motorcycles. Bikes are usually confined to dirt tracks, but now you can take them where they belong—on the highway at 100 miles an hour!

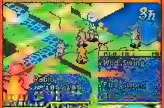
R: RACING EVOLUTION

Namco's entry into the GCN racing field is a hybrid of arcade and simulation—with the focus on real cars going real fast. Start a career and make a name for yourself, or just take a spin around the track.

GAME BOY ADVANCE BUYER'S GUIDE

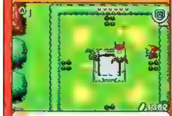
The Game Boy Advance [illegible]

FINAL FANTASY TACTICS ADVANCE



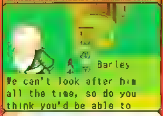
The masters at Square Enix have created another winner, and if you have between 100 and 300 hours to kill, FFTA is the game for you. With one gripping storyline, dozens of jobs, 300 missions and thousands of items and abilities, FFTA is of the best GBA buys around.

THE LEGEND OF ZELDA: A LINK TO THE PAST / FOUR SWORDS



It's two games in one! A Link to the Past is the Super NES classic revamped with new graphics and sound, while Four Swords is a multiplayer Rupee-collecting fun fest

HARVEST MOON: FRIENDS OF MINERAL TOWN



The GBA Harvest Moon uses the same gameplay elements as its GCN counterpart but takes place in a different town. Connectivity features between the two titles will unlock new games and items, and allow you to travel back and forth between the games

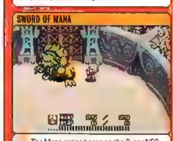
MARIO & LUIGI: SUPERSTAR SAGA

Superstar Saga is a sequel of sorts to both Paper Mario and Super Mario RPG: Legend of the Seven Stars. When Princess Peach loses her voice, it's up to the plumber brothers and their new friend Bowser to save the day. It's one of the funniest games around.

WARIO WARE, INC.: MEGA MICROGAMES

If you want to test your reflexes, Wario Ware will do the trick. Hundreds of five-second minigames await inside Wario's wacky world. With such an odd structure, it's perfect for a long car trip or a quick break between classes or meetings.

SWORD OF MANA



The Mana series began on the Super NES, but the new GBA game is a prequel. There are two different lead characters, a boy and a girl whose storylines twist and merge in surprising ways as you make your way through the massive action-RPG. COMING SOON!

FIRE EMBLEM

Long revered in Japan, Fire Emblem represents the first chance for North American gamers to take the series for a spin. The gameplay is turn-based strategy with heavy RPG elements, all wrapped around an incredibly well-written story.

BOKTAI: THE SUN IS IN YOUR HAND

Hideo Kojima strikes again with Boktai: The Sun is in Your Hand. You take on the role of a vampire hunter out to slay the undead with your solar ray gun. To charge the gun, you have to take the GBA outdoors and into the sunlight. Now you really can go outside and play!

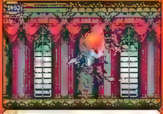
GOLDEN SUN & GOLDEN SUN: THE LOST AGE

Both Golden Sun games were instant RPG classics, thanks to magic, weapons, secrets and characters galore. The two games also link up, so progress you make in the first game will transfer to the second. It's well worth your time to check out both titles.

POKéMON RUBY & POKéMON SAPPHIRE

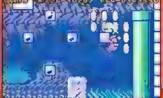
What can we say that hasn't already been said about the Pokémon phenomenon? The newest titles, Ruby and Sapphire, are some of the best-selling games of the year. All of your Pokémon from the two games will be compatible with the upcoming Pokémon Colosseum

CASTLEVANIA: ARIA OF SORROW



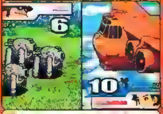
Dracula is a tough nut to crack, and he's haunting a castle once again. You'll upgrade armor, weapons and magic as you progress through the huge palace, collecting the souls of your vanquished enemies along the way. The title is a favorite of the NP staff

SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3



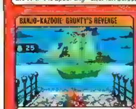
The third Super Mario Bros. game had everything. From whistles to Tanooki Suits, it enthralled a generation of gamers. If you missed it on the NES, experience the magic on the GBA.

ADVANCE WARS 2: BLACK HOLE RISING



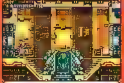
War is swell when it's on the GBA. Intelligent Systems, the creators of Fire Emblem, return to the Advance Wars world with new maps, new COs and new units. The multiplayer aspect is a total blast—and guaranteed to keep you busy for months

BANJO-KAZOOIE: GRUNTY'S REVENGE



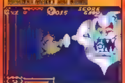
Everyone's favorite bear and bird take on the evil witch, Grunty. Part platformer and part action title, the game will bring a smile to the face of anyone familiar with the N64 Banjo titles.

METROID FUSION



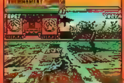
Samus Aran's latest nemesis is herself? A terrifying organism has invaded a space station and created a clone of the bounty hunter. It's time for the hunter to become the hunted

DISNEY'S MAGICAL QUEST 2 STARRING MICKEY AND MINNIE



Take Mickey and Minnie on an incredible journey in a sequel to one of the most underrated GBA games. The challenge is fairly high, but the fun value is nearly unmatched.

MORTAL KOMBAT: TOURNAMENT EDITION



Your favorite brawlers from the GCN Deadly Alliance are making the leap to the small time. You can square off against the computer or challenge your buddy to a "friendly" competition

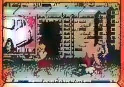
CIMA: THE ENEMY

Lead a group of stranded hostages through a gigantic alien maze. CIMA plays like a puzzle game but has the story and characters of an RPG. It's an original in every sense. COMING SOON!

DISNEY'S ALADDIN

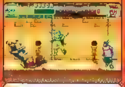
You can't go wrong when you soar through the air on a magic carpet and fight baddies in the street with a cutlass. Fans of the movie are sure to love this action-oriented platformer COMING SOON!

DOUBLE DRAGON ADVANCE



The Double Dragons are finally leaving the '80s behind—but not the cheesy hairstyles. The revamped game include new enemies, new levels, new moves and a cooperative multiplayer mode

TEENAGE MUTANT NINJA TURTLES



The heroes in a half shell need your help! Side-scroll your way through large, action-packed levels on a quest to defeat—who else—Shredder! You can play as any of the four kung-fu fighters

TOP GEAR RALLY

The off-road rally gets a much-needed upgrade on the GBA. Blast through dirt, mud, rain, snow and even the occasional bit of sunshine as you race for the championship

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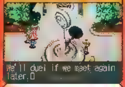


Yugi and his pals are back, and they're ready to rumble. New cards join old favorites to create an exciting new adventure that fans of the show will be unable to put down.

MEGA MAN ZERO 2

Mega Man is a hero for the ages, and his pal Zero is no slouch. The usual Mega Man elements are all here—big weapons, huge bosses and insane challenges. Are you up to it?

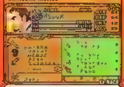
[illegible]

Don't let Gekido fly under your radar! The game is a side-scrolling beat-em-up with great graphics and a stirring musical score. It also features a wide variety of fighting moves.

TIGER WOODS PGA TOUR 2004

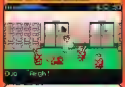
Take Tiger with you wherever you go. The GBA title sports lots of courses, players and game play modes, and has multiple connectivity features with the GCN version

ONIMUSHA TACTICS



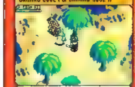
Because one tactics game is never enough! Enter the Onimusha universe and take up your sword and hone your mind for battle against a host of undead warriors and generals.

RIVER CITY RANSOM EX



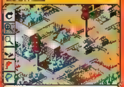
Fans the world over are rejoicing over the return of this NES classic. A cheesy side-scrolling fighter with RPG elements and incredibly happy music, RCRA is not to be missed COMING SOON!

SHINING SOUL I & SHINING SOUL II



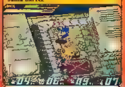
Hack-and-slash action has never been more fun! Take on the role of a wizard, a fighter, a ninja and more as you quest to find treasure and save the world from the forces of darkness

SIM CITY 2000



We built this city on rock and [illegible] but you can build your city on whatever you like! Make roads, distribute funds, then wipe the town out with a tornado. It's all in a day's work for the mayor

SONIC BATTLE



In arena-based fighter Sonic Battle, you'll assume the role of your favorite Sonic characters and compete for glory. A plethora of multiplayer games makes it fun for all. COMING SOON!

MOTOGP

Motorcycle racing gets its due in Moto GP. Whether you're racing with a friend or trying to climb to the top of the world ranks, you'll have no trouble keeping your thumbs engaged.

POKéMON PINBALL: RUBY & SAPPHIRE

The game is pinball, but the setting is pure Pokémon. Multiple tables and tons of hidden surprises make the title one of the best travel games around. Just try not to tilt

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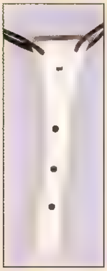

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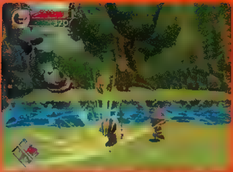
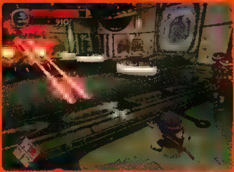
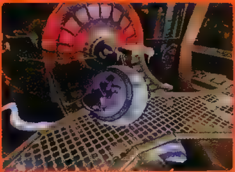

[illegible] to incite Ninja's special Rage abilities.

Gravity? Run up walls and tear through levels with moves only the most insane Ninja would try.


Use multiple weapons to take apart any foe that dares stand between Ninja and his missions.


Five [illegible] grueling missions that will separate the Ninjas from the boys.

TEEN T
CONTENT RATED BY ESRB
Animated Blood
Violence

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VOLUME 176 — FEBRUARY 2004

Connect to the World of The Sims

The Sims: Bustin' Out (GCN)

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Call Friend

The Sims: Bustin' Out (GBA)

Miyamoto said, "Let there be connectivity!" And, lo, the creator of The Sims, Will Wright, made Bustin' Out. Next month, you'll see The Sims on GCN and GBA like you've never seen 'em before—together forever!

GCN and GBA: Perfect Match

Two more killer apps for Nintendo connectivity—Pac-Man Vs. and Final Fantasy: Crystal Chronicles—will soon make GCN and GBA owners very, very happy. You'll be dazzled at how brilliantly they represent the future of gaming.

Attack
Thunder

Final Fantasy: Crystal Chronicles

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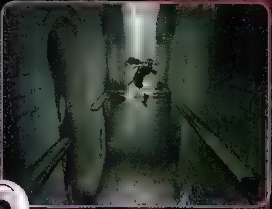

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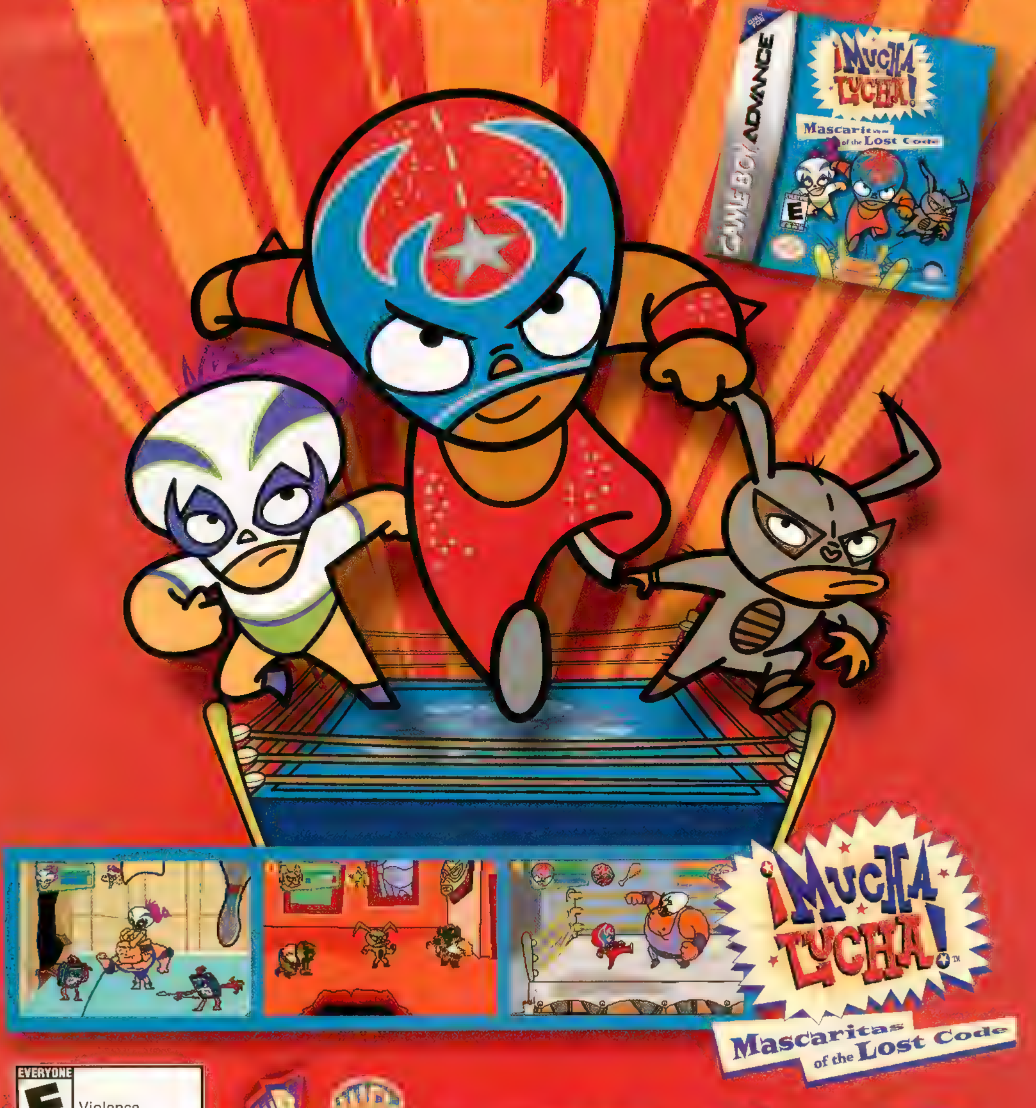
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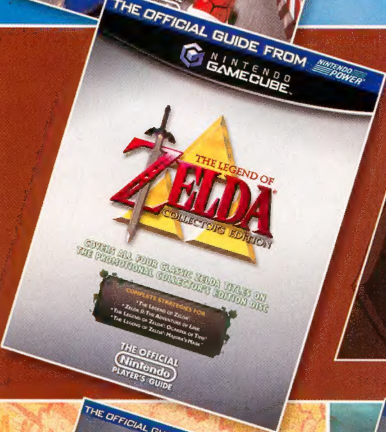
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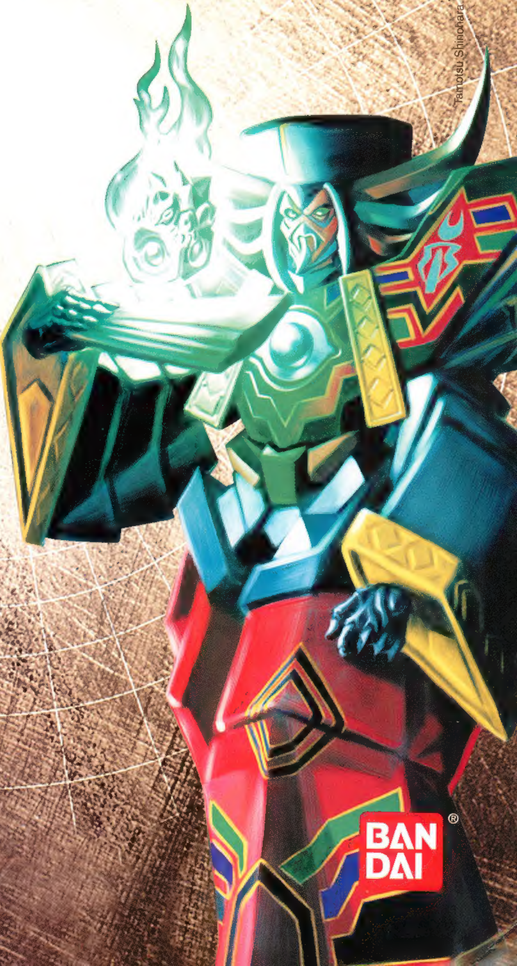

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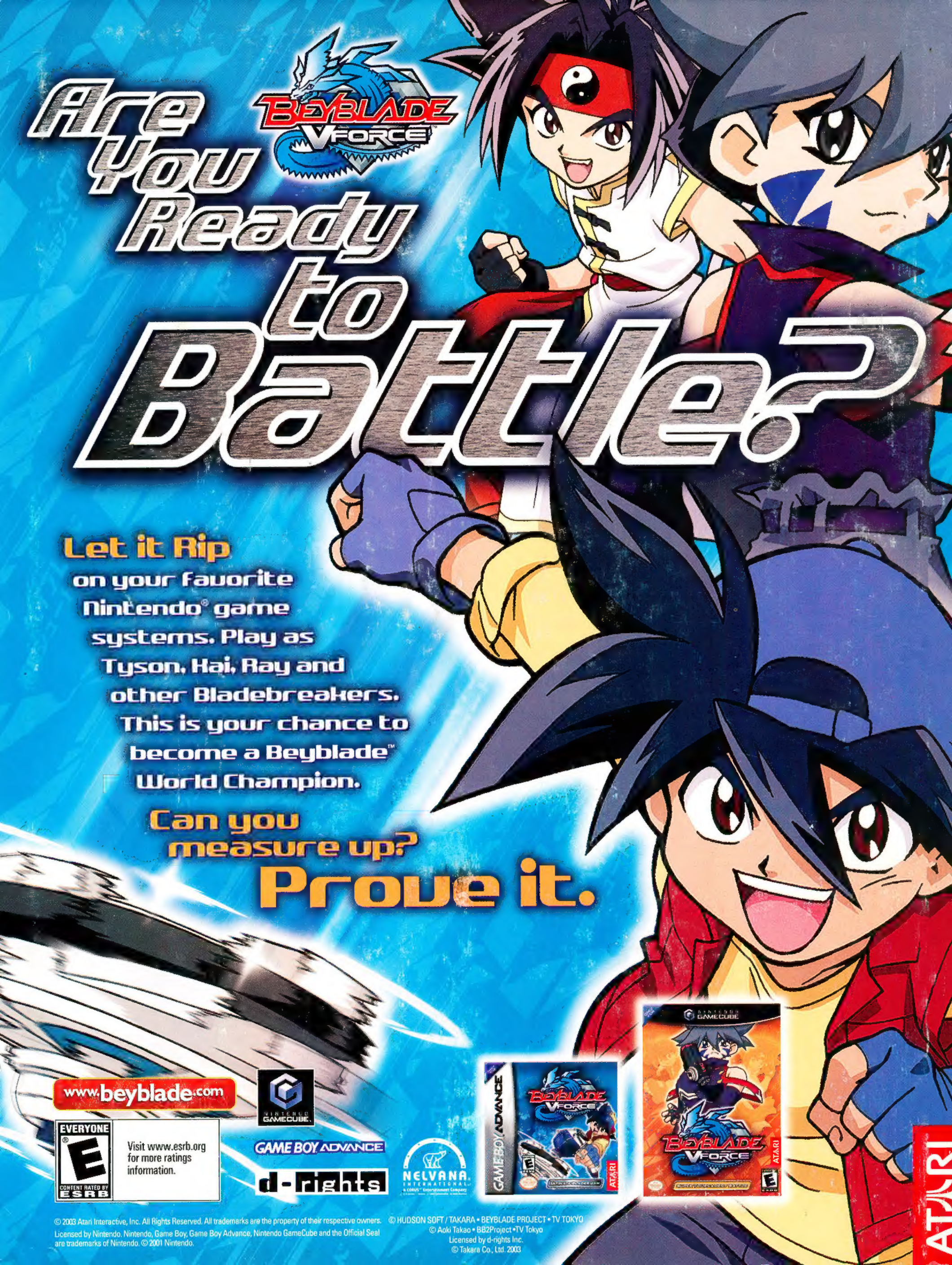
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